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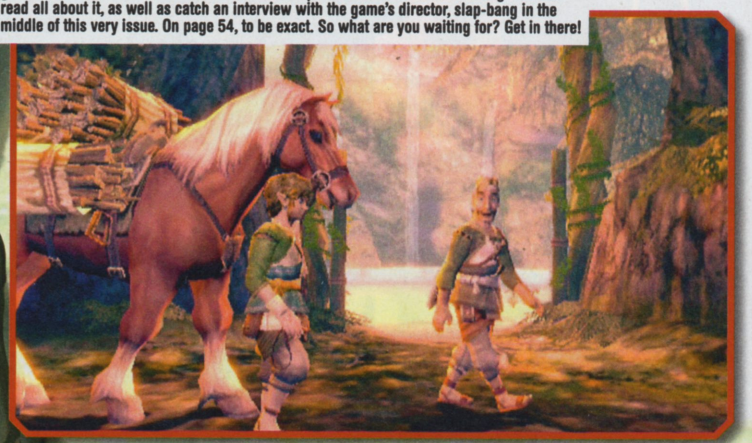
BEST BITS!

Just some of the stand-out stuff this month in the UK's number one games mag!

THE LEGEND OF ZELDA: TWILIGHT PRINCESS

P54 This month, we packed Geraint off to sunny Germany to play *Twilight Princess* at Nintendo of Europe's headquarters. Not only did he come back carrying twice his weight in bratwurst, but also with the news that it could be the greatest *Zelda* ever made. Improved Wii control for actual sword fighting, lip-quiveringly lovely visuals and the biggest game world the series has ever seen make for a potential classic-in-the-making. You can read all about it, as well as catch an interview with the game's director, slap-bang in the middle of this very issue. On page 54, to be exact. So what are you waiting for? Get in there!



FIFA 07

P80 From the moment you kick off and start stringing together a few quick passes in *FIFA 07*, you realise it's light years ahead of last year's instalment. But it's not until you've smacked a free kick in from fully 40 yards, hit the upright with a scissor-kick and sold your marker the mother of all dummies that you realise this year's *FIFA* has more talent up its shorts than Tevez, Messi and Mascherano rolled into one. *PES* is most definitely in for a torrid ride this season... viva *FIFA!*

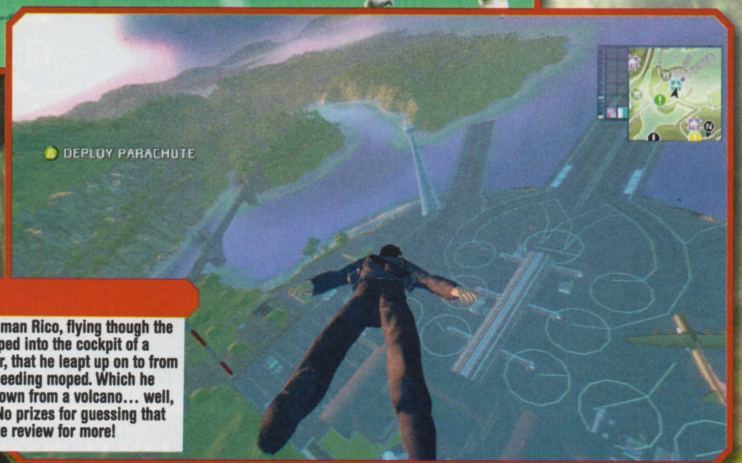
WELCOME TO GAMESMASTER

Don't let that picture of my big smiling face fool you. Because, like any unbiased lover of games, I'm completely gutted that PS3 won't make it out in the UK until next March. It's a blow that made most of Europe go 'oof'...

But if there's one thing you get used to when you're a gamer, it's waiting. Take Link. We first saw him in his older, more realistic form at the Spaceworld show in 2000! It's taken six years and two consoles to bring him to the nearly-finished state that we (and only we) got to play for this issue's cover exclusive (page 54). So we know we're always going to have to wait. The only way you can make it better is with quality gaming. Scoring a 30-yard screamer in *FIFA 07* (page 80). Smacking The Undertaker's head into the turnbuckle very softly or *really* hard (page 20). It's stuff like this that can help you tough out any delay. And next issue, when we play every PS3 and Wii game in existence, might help too. Enjoy your *GM!*

Robin

Robin, The Ed



JUST CAUSE

P64 See that? That's our man Rico, flying though the air after having jumped into the cockpit of a plane from a stolen helicopter, that he leapt up on to from the burning wreckage of a speeding moped. Which he half-inched by parachuting down from a volcano... well, we're sure you get the idea. No prizes for guessing that we really loved this – read the review for more!

SELECT YOUR MODE

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Could it be the best PSP game yet?

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EXCLUSIVE! We go hands-on with Link's latest!

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Read the bad news – and the good – here...

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Disney and Square-Enix create a classic!

100% NEW!

PS3 LAUNCH BLOW!

PS3's been delayed until March 2007! Get the skinny here! 10

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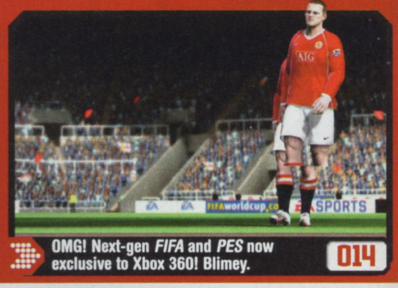

OMG! Next-gen *FIFA* and *PES* now exclusive to Xbox 360! Blimey. 014

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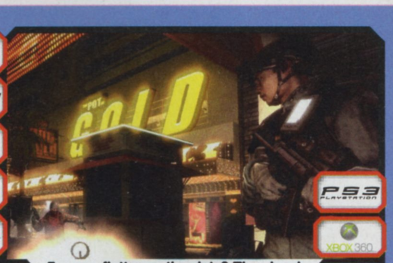
The best wrestler ever? We go hands-on! Boo-ya! 020

Call of Duty 3 gets the preview treatment. It's looking reeeeaal good. 026



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Slice 'em up real nice in *Assassin's Creed*. 036

Tony Hawk returns with his *Project 8*. 042

It's *Rayman: Raving Rabbids!* 040

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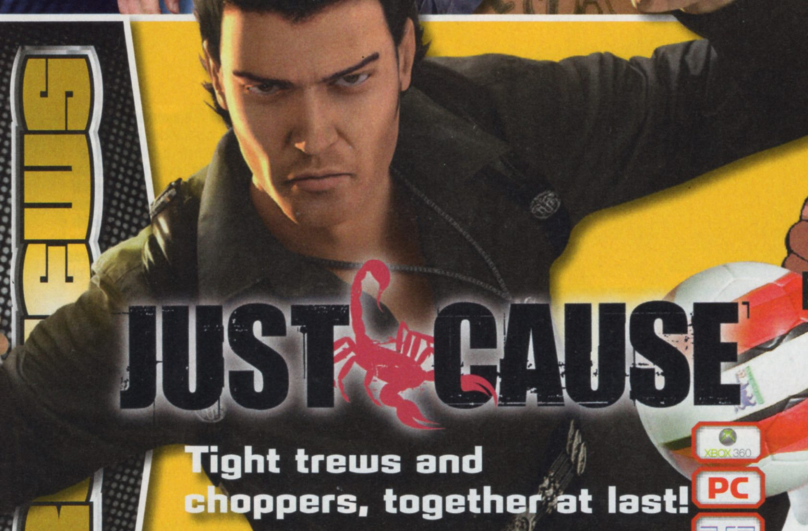
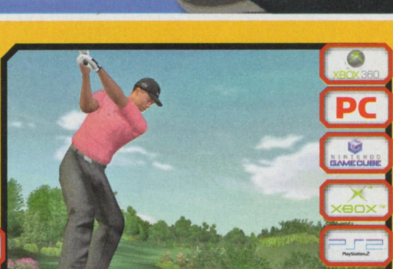


Tight trews and choppers, together at last! 064

Four-player scraps on PSP? Don't mind if we do, *Power Stone Collection*... 068



The ol' Woodsy's back. But then, he's back every year, isn't he? Bless. 070

A man playing football, yesterday. Could it be – gasp! – *FIFA 07*? 080

WE LOVE GAMES

The brilliant ramblings from your unhinged minds! Yes, it's your letters... 050

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ZELDA
Twilight Princess

WORLD EXCLUSIVE!

We've played more *Zelda* than anyone else!

Wii 054

Reservoir Dogs! Surprisingly, it's not gufff-whiffingly awful... 076

Enchanted Arms is Xbox 360's first proper RPG. It's also very camp! 071

Ninety-Nine Nights. Big damn swords. 078

Disney meets RPG heaven in *Kingdom Hearts 2*... 074

Get yer luvverly cheats! We've got 'em all, right here. Mmmmm. 086

KNOW HOW TO...

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A-Z OF GAMES

Here's nearly every game featured in this issue listed for quick flicking...

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TEAM GM

Say hello to gaming's first family! This is what Team *GM* has been up to this month...

ROBIN

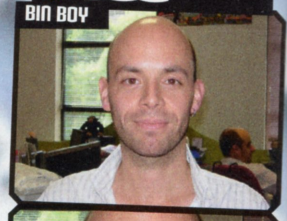
THE CHIEF

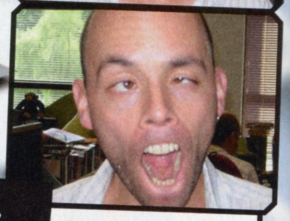
Robin rules the office with a heart of gold and a rod of iron. This month, we had to tug our forelocks and smile weakly as he treated us all to some *Zelda* humour while we worked the enormous word-loom that produces *GamesMaster*. "You know what I'd do if *Hyrule*-d the world?", he beamed. "I'd make sure this mag was *Minish*-ed on time!" Very good, sir.

PAVE GAME THIS ISH?
GTA: Vice City Stories
PAVE *ZELDA* MOMENT?
That first gallop across Hyrule Field in *Ocarina of Time*...
WHAT WILL YOU DO IN THE WAIT FOR PS3?
Contemplate, in my fortress of solitude, the implications for the console war...

JES

BIN BOY





In honour of Nintendo's cel-shaded masterpiece, Jes brought in a horrible glob of melted black plastic. Why, Jes? "Ah well", he said sheepishly, "I thought I'd create something that reflected the name of the game. Sadly, I found out too late it's called *Wind Waker*, not *Bin Baker*. Um."

PAVE GAME THIS ISH?
Company of Heroes
PAVE *ZELDA* MOMENT?
The sun setting over Lake Hylia in *Ocarina*. *Sob!*
WHAT WILL YOU DO IN THE WAIT FOR PS3?
Grow my fingernails 12" long

GERAINT

PAVE GAME THIS ISH?
Just Cause
PAVE *ZELDA* MOMENT?
The Koroks in *Wind Waker*. I love those little guys. Sniff.
WHAT WILL YOU DO IN THE WAIT FOR PS3?
Play *Phantasy Star Universe*, with my eyelids gouged open by tiny metal claws

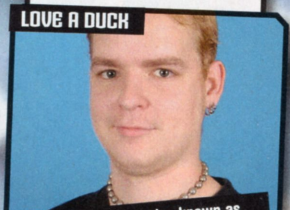
NARWHAL

The Welsh Love Whale – so called because of his high-pitched mating call – flew to Germany this month to see *Zelda*, and got to interview Eiji Aonuma. "It was all going quite well until I showed him my homemade Tingle costume, skipped around the room and called him 'Mr. Fairy'. Couldn't see the problem, myself."

CRAIG

PAVE GAME THIS ISH?
Kingdom Hearts 2
PAVE *ZELDA* MOMENT?
The beautiful animation in *Wind Waker*
WHAT WILL YOU DO IN THE WAIT FOR PS3?
Hibernate, Xmas is a letdown anyway (*Grump!* – Ed)

LOVE A DUCK



Young Craig McBeth – also known as the 'The Scottish Play' in theatrical circles – was so taken with *Kingdom Hearts 2* this month that he took to dressing up as Donald Duck. "The costume's OK", he said, "but I don't think the staff in Sainsbury's appreciated Donald's lack of trousers."

JOEL

PAVE GAME THIS ISH?
Enchanted Arms
PAVE *ZELDA* MOMENT?
Seeing a grown man dressed as Link at Tokyo Game Show
WHAT WILL YOU DO IN THE WAIT FOR PS3?
Get every achievement in *Dead Rising*, then hibernate

GASTRO-GNOME

The self-styled 'King of Adventures', Joel decided this month to see how much he could eat. At our local pizza place, he ordered the largest Meat Feast he could find. When the waiter asked if he would like it in four slices or eight, Joel replied "actually, only four, please – I could never eat eight."

DAVE

PAVE GAME THIS ISH?
Reservoir Dogs
PAVE *ZELDA* MOMENT?
Chucking other Links in the water in *Four Swords*
WHAT WILL YOU DO IN THE WAIT FOR PS3?
Twiddle my thumbs

FUNNY MAN

Dave's always been a big fan of *Zelda*, and took the chance to try out his *Zelda* jokes on us. "Guys! How does Zelda get around the internet? Get this – she uses 'links'! Hoo!" Thanks, Dave. "What about this one, then – how does Link find his way home after a night out? Anyone? Wait for it – he 'Navi'-gates! Geddit? Guys? Guys? Guys?"

KATH

PAVE GAME THIS ISH?
Assassin's Creed
PAVE *ZELDA* MOMENT?
Taming Epona then riding her over the fence
WHAT WILL YOU DO IN THE WAIT FOR PS3?
Pace up and down relentlessly until the carpet is worn out

CHIMP PIMP

Notorious animal-lover Kath prefers the company of beasts to men. This month, she visited Monkey World and crept into the chimp enclosure for a pot of nit-picking. When asked later why she did it, she replied "well, the conversation was certainly of a higher calibre than I get from the monkeys in the office." Boom-tish!

ROSS

ROBO-WRITER

New word-bot Ross arrived in the *GM* office this month inside a large box, in pieces. When we'd finished building him and turned him on, Ross wasn't best pleased that we'd plugged the kettle into his alimentary power socket. "White with two sugars, please", chuckled Robin. Ross wept salty robo-tears.

PAVE GAME THIS ISH?
FIFA 07
PAVE *ZELDA* MOMENT?
The maiden voyage of the King of Red Lions (*Wind Waker*)
WHAT WILL YOU DO IN THE WAIT FOR PS3?
Re-read the delay press release every few minutes, crying 'say it isn't so!'

ALEX

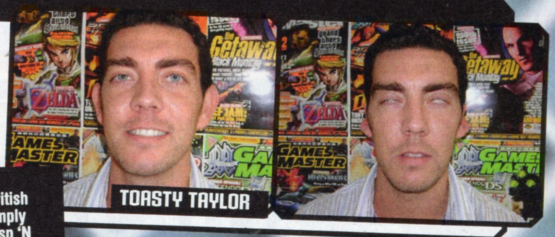
PAVE GAME THIS ISH?
Power Stone Collection
PAVE *ZELDA* MOMENT?
Picking up the last *Ocarina of Time* in Northampton. EVER!
WHAT WILL YOU DO IN THE WAIT FOR PS3?
Hibernate with 12 acorns stored in my 'cheek pouch'

HOKIRI CRACKPOT

Alex 'Icewind' Dale is so excited by *Twilight Princess* that he's taken to living in a 'Deku Tree' (the phone box that smells of wee outside the job center) and 'going on quests' (asking for a 'Goron Tunic' in Burtons). We're currently not returning his calls.

ROB

PAVE GAME THIS ISH?
FIFA 07
PAVE *ZELDA* MOMENT?
Getting the red cossie in *Link To The Past*
WHAT WILL YOU DO IN THE WAIT FOR PS3?
Paint my George Foreman grill black



TOASTY TAYLOR

Half Welsh, half Italian and all mahogany, Bath's Most Tanned Man didn't let a trifling worry like the end of British summertime put a dent in his skin-crisping ways. "I simply lined up 10 George Foreman grills, basted myself in Crisp 'N Dry and spent the night toasting", he said, modestly.

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100% NEW!

HOLY LEGO!

After finally making our lives complete with *Lego Star Wars 2*, developer Traveller'ss Tales has gone one better by working on a Lego version of the Dark Knight himself – Batman! Expect to pilot the Batmobile through the mean streets of Gotham City as well as Batarang-ing through the rooftops and battling it out, brick-stylee, with villains like the Joker and Penguin. 2007 could be the best year ever!

I MUS

WIN!

The biggest game news – first!

PS3 LAUNCH BLOW!

Blu-Ray shortages leave Sony red-faced...

It's the console war casualty every UK gamer has been dreading. The rollout of Sony's next-generation PlayStation 3 console has once again suffered a major delay, with the machine's European launch now being pushed back until *March 2007*...

A hitch in the mass production schedule of the blue laser diode used in PS3's Blu-Ray drive was blamed by Sony Japan for this latest setback, although it's only PAL territories that will suffer as launch dates for Japan (Nov 11) and N. America (Nov 17) remain unaffected.

PlayStation chief Ken Kutaragi apologised profusely for the delay, but just as US and Japanese gamers chortled at the fate of their European cousins came the next bombshell: America would receive a middling 400,000 PS3 units at launch, with Japan earmarked for just 100,000.

Xbox UK supremo Neil Thompson revealed Microsoft was not surprised Sony had failed to fulfil their promises of a global launch, citing their reliance on the "unproven technology they are trying to pack in to their console".

Pascal Clarysse, Marketing Manager at import website Lik-Sang.com agreed, commenting "It was clear to us, as well as to every serious industry insider, that the chances of a postponement were high. Especially considering Sony's previous (launch schedule) track record".

Exactly how many PS3s PAL territories will eventually receive next March has yet to be confirmed.

GM SAYS

Another bitter PS3 pill to swallow, then, but what does it all mean for UK gamers?

Well, unless you're loaded enough to head down the mega-expensive import route we're afraid there's no *Heavenly Sword*, *MotorStorm* or tilt-controlled *Warhawk* for another *seven* months.

We can't help but feel a little cheesed off that after all the boasts, promises and criticisms of Microsoft's 360 launch from Sony that the Japanese giant has let European gamers down yet *again*.

Microsoft and Nintendo must be pinching themselves. By March 2007, Xbox 360 will have had a monstrous 15 month head start over PS3, and Sony will have a lot of disgruntled fans to win over.

There's an upside though, as by the time PS3 arrives over here we'll have had time to judge how the console war is going, how Blu-Ray films are faring against HD-DVD, how good the first generation of PS3 games are and how the *second* batch is shaping up...

And if all that doesn't ease the pain, cast your mind back to the PS2 and PSP European launch cock-ups. They all seem so irrelevant now don't they?

So do your best to trust in Sony while savouring these gorgeous new shots of *Devil May Cry 4*, *Fight Night: Round 3* and *Metal Gear Solid 4*.

REASONS TO BE CHEERFUL

Despite the crushing delay, we mustn't forget PS3 is shaping up to be something *rather special* on the actual games front. Join us next month for a massive hands-on with every playable PS3 game...

1 DEVIL MAY CRY 4!

Dante's going to be taking a backseat – boo! Fear not though, because he's getting a buddy – an equally pretty, angst-ridden rocker called Nero whose magical right arm will allow him to bust out 'devil actions' to lay the pain down on his demonic adversaries. Frankly, we're so excited we're foaming at the mouth.

Look at it! *Look at it!* It's even better then looking out of the window and seeing God.

2 F1 CHAMPIONSHIP

It's looking almost as sweet as watching the Monaco GP while downing champers on a yacht, but *Formula One Championship* also features real-time car damage – so enjoy shunting Schumacher off the track before he finally retires!

The cockpit view is staggeringly authentic – feel the G-forces flapping your cheeks!

FORZA 2 STALLS

Xbox 360 petrolheads have cause to weep as *Forza 2* community manager Che Chou revealed that the potential *Gran Turismo HD*-killer has slipped from its projected November release until early 2007. Drat. Better news for Xbox 360 arrives in the form of *Dead or Alive's* creator Tomonobu Itagaki, who let slip in a recent interview that *Ninja Gaiden 2* was in development for 360 and – possibly – PS3. "I like to see people's expectations fulfilled," the daddy of Ryu Hayabusa beamed.

T HAVE A PS3!

mport or not? *GM* chatted to Ross from Scottish import store CA Games...

GM: How are PS3 pre-orders working out?
CA: After the 360 fiasco last Christmas we've banned pre-orders! People are crazy about PS3, even offering deposits of up to £500, but we've had to turn them down.

GM: Have lots of people been interested in going down the import route?
CA: There's a hardcore minority that want the machine first – whatever the cost. But while supplies of US and Japanese PS2s and PSPs were plentiful, there's only 500,000 PS3s in the world! We're not confident about getting much stock, but we'll know more around October time.

GM: Any ballpark figures about how much PS3 is likely to cost?
CA: Given PS2s were going for £600 at first, we'd guess anywhere between £800-£1000. Saying that, bidding wars might break out which could push prices up even higher...

GM: At least PS3 is region free – good news for UK gamers considering importing...
CA: Yes, although Sony could decide to push to make importing PS3s illegal – just like they did the PSP launch.

GM: What are the chances of you guys getting any machines in for the November launch?
CA: A small chance, but quantity-wise we'd be lucky to get into double figures...

WIN A PS3 FOR CHRISTMAS!

We've got one US or Japanese PS3, hopefully in time for Christmas (stock pending) but certainly before the UK launch. Simply answer the following question correctly:
What does PS3 stand for?
A) PowerStation 3 B) PunkSmacker 3
C) PlayStation 3
Just text QUIZ7 (space) A, B, or C to 84383.
Entries must reach us before 15th December 2006. This competition costs £1 plus standard charge. For further terms and conditions see page 96.

RUMOUR CONTROL

All the goss rounded up!

RUMOUR 1:

"Wii has been priced and dated! It'll launch in the UK on November 24, priced just £149...."

WHERE RUMOURED?
Videogame trade mag MCV has claimed the scoop.

GM VERDICT 35% TRUE
Nintendo boss David Yarnton denied it: "It's only speculation, not fact. They're not far off."

RUMOUR 2:

"A PSP Mk. 2 will launch in Japan, March 2007."

WHERE RUMOURED?
A well-known American games mag.

GM VERDICT 30% TRUE
Sony is denying the story, but the PSP has some niggling flaws so it's not impossible...

5 LAIR

Dragon 'em up *Lair* is looking so hot it's breathing fire! Think of a free-roaming shooter that's both on-land and in-air and plays like a flying lizard version of Capcom's upcoming 360 blaster *Lost Planet*. Scorching!

Lair is developed by Factor 5, famous for the two *Rogue Squadron* games on GameCube.

3 FIGHT NIGHT: ROUND 3!

Although no graphical improvements or extra pugilists have been mentioned, EA are bigging up their "Get in the Ring" first-person mode. Since *Round 3* is possibly the most realistic game we've ever played, the idea of going toe-to-toe with Ali and chums is immensely exciting.

6 PATRIOT GAMES!

Snake moves up a Gear...

For an old codger, Solid Snake sure is one tough guy. After all, he's carrying the hopes of a legion of PS3 fans on his broad shoulders.

But while PS3 continues to struggle to live up to the impossible hype, *Metal Gear Solid 4: Guns of the Patriots* gets better with every showing. Our latest glimpse of Hideo Kojima's masterpiece came in the forms of a brand new trailer at the Leipzig Games Convention.

The action-packed footage focuses upon a group of Bedouin guerrillas (the good guys) gaining the upper hand over PMC troops before getting pwned in terrifying fashion by a fleet of the new Metal Gear Gekkos.

If the trailer is actually in-game footage, then it definitely suggests that PS3 packs even more punch than 360 in the old visuals department. Check it out for yourselves...

4 BURNOUT 5

Promising explosive pile-ups in the free-roaming world of Paradise City, every intersection is a potential crash junction in the fastest, most electrifying, smash-tastic racer yet.

METAL GEAR SOLID 4

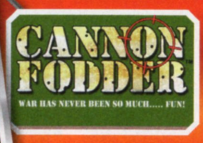
There are no rules when it comes to war, and dirty tricks abound. Taking loaded troop carriers out is a savvy move...

Even with their superior firepower and snazzy balaclavas, PMC forces are being driven back by the Bedouin rebels.

One man with a rocket launcher against a walking tactical nuclear device. We don't like his odds...

Shock! The Gekkos celebrate victory with this bizarre dance, before marking their territory with a green liquidy musk. Urgh.

100% NEW!



WAR GAMES

Codemasters has revealed it's bringing *Cannon Fodder* back into active service with a PSP remake! Expect air strikes, radar sweeps, flamethrowers and sniper rifles alongside four-player Wi-Fi deathmatch and co-op modes. But will soldiers still writhe in agony with their guts hanging out? We'll have to wait until spring 2007 for the answer to that one...

INDIAN SUMMER

After waiting for almost a decade, *GM* couldn't get enough of ET-exterminator Tommy when we finally hunted *Prey* down. Now it seems a sequel is *already* in the works, with 3D Realms CEO Scott Miller enthusing "*Prey 2?* Of course!" adding "We're also addressing concerns about combat, as well as adding gameplay innovations". No more eight-year waits this time round, eh fellas?

DINO CRISIS!

Thought dino-hunter *Turok* (PS3) was more extinct than the overgrown reptiles he loves slicing? Think again...

Decisions! Who do you aim at first – baddies or lizards? Tough choice...

Babies! These are just the 'ickle raptors. Wait until you see the Momma!

Trigger Happy! Turok's handy with a blaster, but we love his swanky Tek Bow best...

BIG SHOTS

The coolest shots from the hottest new games!

Looking for the best shots in the universe? Want the pick of the pixels? Then wait no longer... these are the screens that made us glad we're gamers this month!

SNIPER SHOT

Look at the tiny peeps fleeing from the carnage!

Impale him on the spikes!

Who cares about dragons when you can fire icicles from your fingertips? Watch out *Dark Messiah!* (PC.)

Grand Theft Auto meets *Bionic Commando* as our hero hits the town – and blows most of it up – in *Crackdown* (Xbox 360).

Sharp suits and even sharper knives in *Yakuza 2* (PS2).

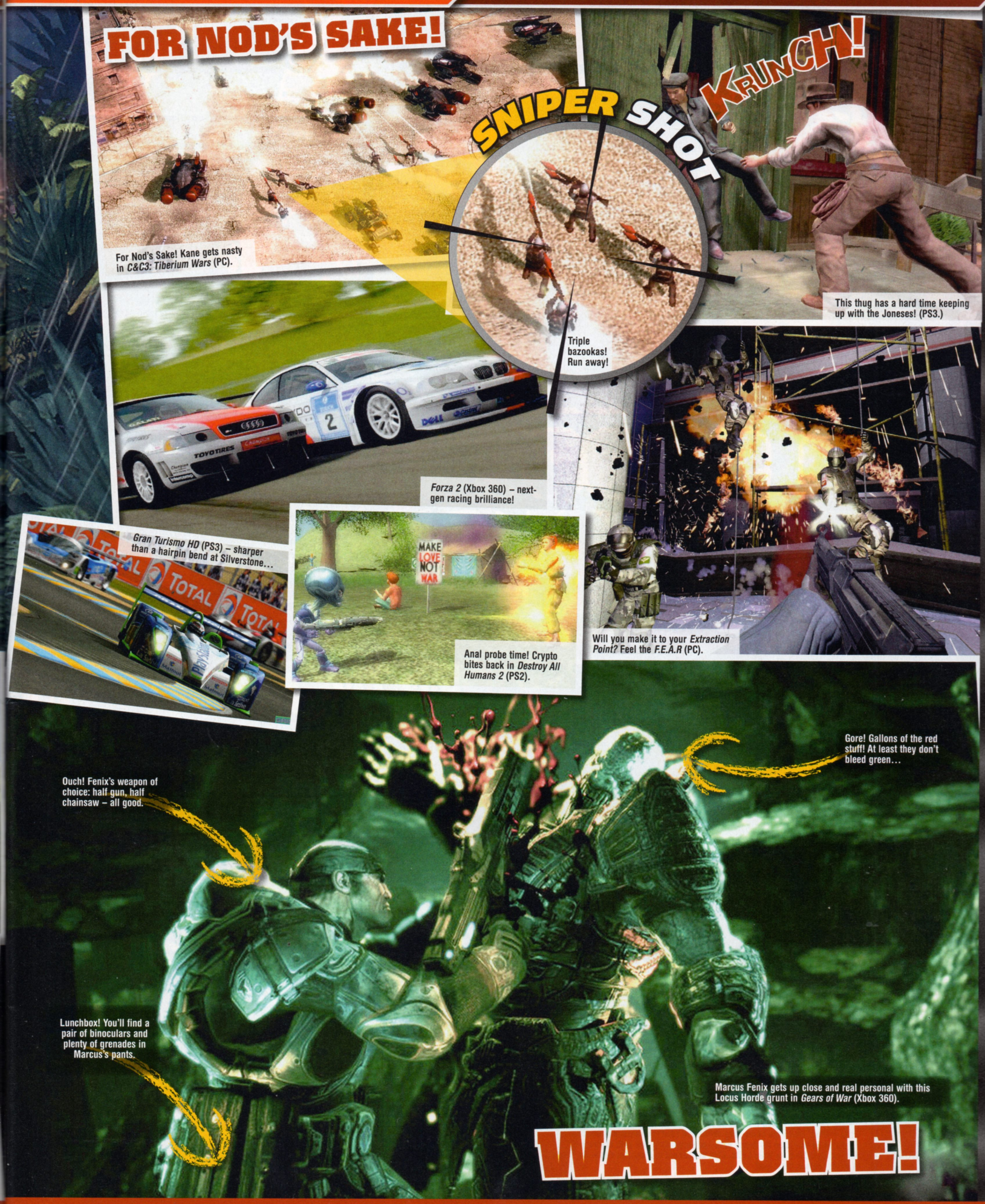
SUITS YOU!

REICH LAUGH

"Not *another* WWII game!", we hear you moan. But get this: what if Winston Churchill had been killed before the conflict kicked off? With Britain leaderless, the Nazis steamroller Europe, develop superior weaponry and invade the US… can you lead a band of hardy guerrillas and save America? Developed by Spark Unlimited, the guys behind *COD: Finest Hour, Fall of Liberty* hits PS3, 360 and PC next year.

HERO QUEST

Shaking our mullets out to *Guitar Hero* remains one of Team *GM's* guiltiest pleasures, so as the spandex-licious *Hero 2* draws ever closer (it's out in November folks!) draws ever bearer, we thought we'd give you a sneak peek of the new track list. Get ready to twang that plectrum to the likes of *Heart Shaped Box* (Nirvana), *Message in a Bottle* (Police), *Tonight I'm Gonna Rock You* (Spinal Tap), *Sweet Child O' Mine* (Guns N' Roses) and *Shout at the Devil* (Mötley Crüe).



100% GU!

PSP POWERS UP

Despite the continuing slippage of *GT4*, it's been a good month for PSP owners. Hot on the heels of *Medal of Honour: Heroes* is a handheld-specific version of *Brothers in Arms: D-Day*. Also, a brand new *TOCA* racer screeches onto the scene, while last but certainly not least is *EA Replay*, full of retro classics as *Desert Strike, Road Rash* and *Syndicate*.

HORMEL FOODS APOLOGY

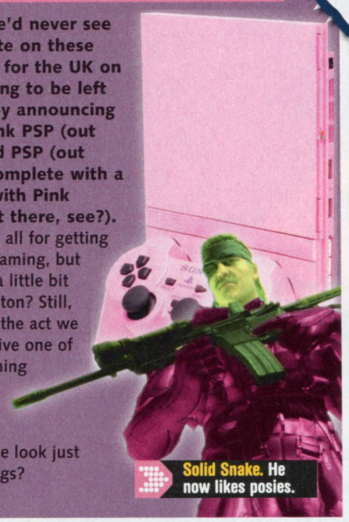
We regret the use of the image of a can of SPAM® chopped pork and ham in several recent issues of *GamesMaster* as there is no relationship between that product, which is produced by Hormel Foods Corporation, and the practice of sending unsolicited or "spam" mails.

PRETTY IN PINK!

PS2, PSP and DS Lite to get sugary makeover...

Last month we lamented that we'd never see the Japanese Noble Pink DS Lite on these shores, yet here it is – bound for the UK on October 27th! Not wanting to be left out, Sony hit back by announcing the arrival of a pink PSP (out October 27th) and PSP (out November 1st), complete with a marketing tie-in with Pink herself (on the left there, see?).

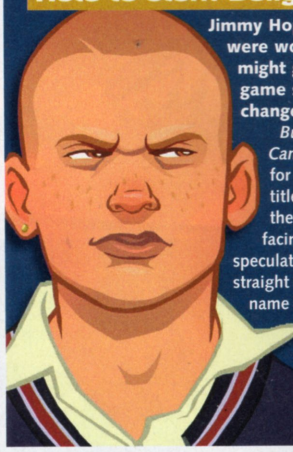
Here at *GM* we're all for getting the laydees into gaming, but is this all just a little bit *too* Paris Hilton? Still, to get in on the act we decided to give one of our fave gaming icons a girly makeover. Doesn't Snake look just *lovely*, darlings?



Solid Snake. He now likes posies.

LATIN LESSONS...

Note to staff: *Bully* gets new name!



Jimmy Hopkins is a lucky boy. We were worried that his misadventures might get *Bully* expelled from UK game shops. But just a name change is all that's been required.

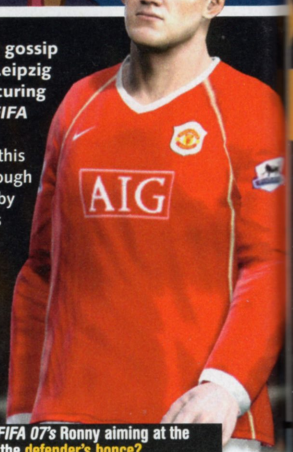
Bully will now be known as *Canis Canem Edit* in Europe. (That's Latin for dog eat dog.) Not the catchiest title ever, but better than the ban the game was rumoured to be facing in the UK. We can only speculate that Rockstar were faced with a straight choice between changing the name or not releasing the game. It'll be dropping like a stink bomb on October 27th for PS2.

360 SHOOTS, SCORES!

Next-gen *PES 6 and FIFA 07* exclusive to Xbox 360...

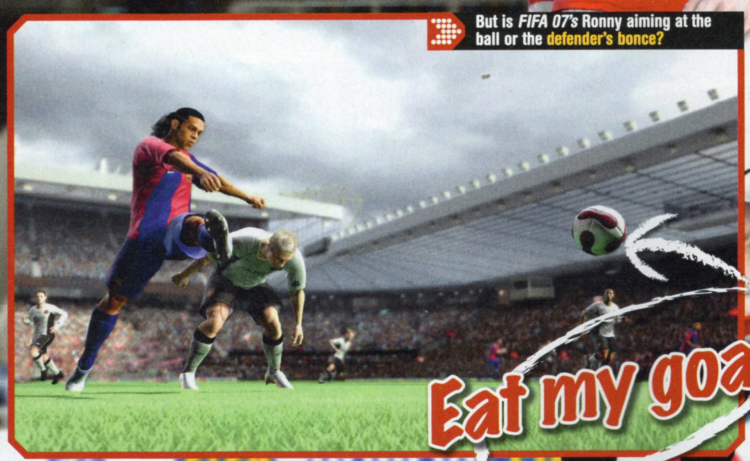
Forget about the title race, the footy gossip everybody was talking about at the Leipzig Games Convention was Microsoft securing the next-gen versions of *PES 6 and FIFA 07* exclusively for 360.

After scoring joint first dibs on *GTA 4*, this is another classy strike by Microsoft. Although Konami and EA were probably influenced by the fact that were going to be so few PS3s in Europe this year. even before Sony announced the delay. Also, the 360 *PES 6* will probably be more of a cosmetic brush up rather than a proper next-gen leap. The *real* kickabout to look out for will be *PES's* Japanese cousin *Winning Eleven 11*, out next year on both 360 and PS3. Still, nice play by Bill's boys.



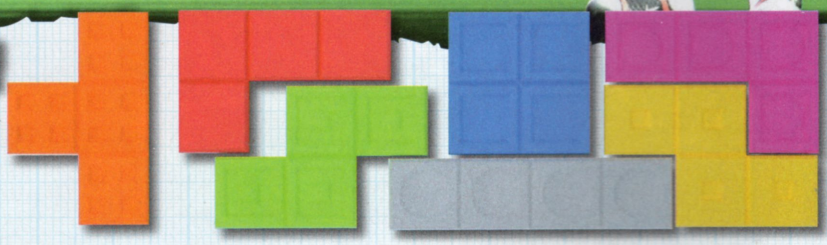
Jan Koller smashes a bullet header past Les Bleus in *PES 6* on 360.

But is *FIFA 07's* Ronny aiming at the ball or the defender's bonce?



NEW STUFF

Groovy game-related gubbins!



NABAZTAG DESKTOP COMPANION

We've seen the future of cute rabbit-related gadgetry – and its name is Nabaztag! Of course!

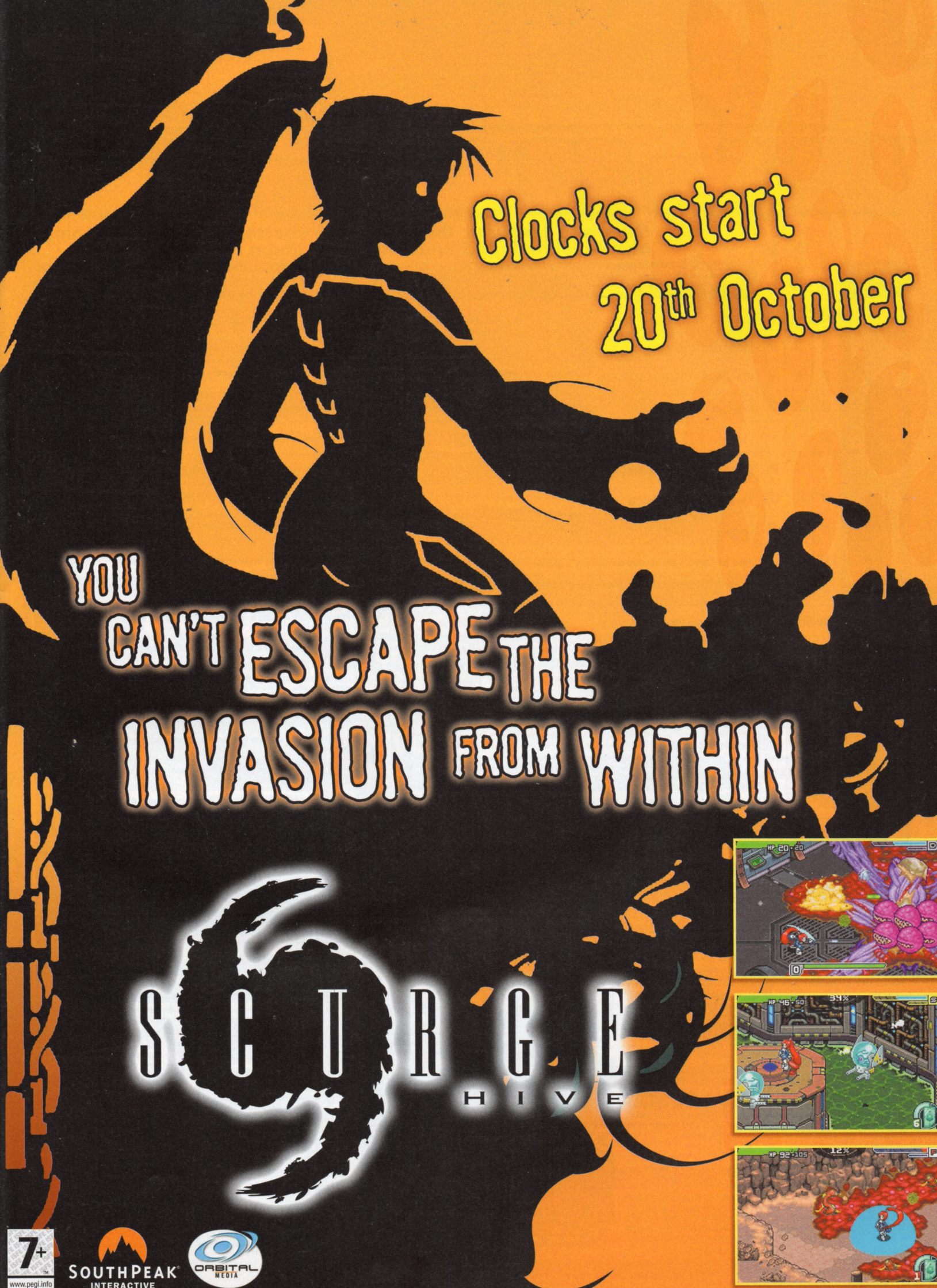
This little desktop companion utilises Wi-Fi technology to snag info from the 'net before conveying it to you in its own unique way. It can tell the time, wake you up, check the news, play MP3s and read you messages from pals – all the while waggling its floppy ears and serenading you with soothing ambient light from its belly LEDs. Kick the cat out and sell the dog – the future of virtual pets is here, now.

FROM: Violet **CONTACT:** www.firebox.com **PRICE:** £79.95

TETRIUS FRIDGE MAGNETS

Pretender like *Meteos*, *Puyo Pop* and *Lumines* come and go, but there's only one puzzler that'll remain forever in our hearts – *Tetris!* If the delights of the retro-licious DS version and excellent new mobile game don't quite rock your block, why not tetrahedron-ise your own fridge with this set of funky magnets? They might not be *quite* as much fun as making swear words out of the alphabetical ones, but they're infinitely funkier...

FROM: Art. Lebedev Studio **CONTACT:** www.artlebedev.com **PRICE:** 9 Euros (approx. £6)


Clocks start
20th October
YOU
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INVASION FROM WITHIN
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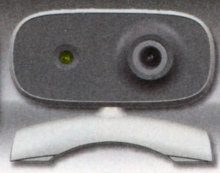
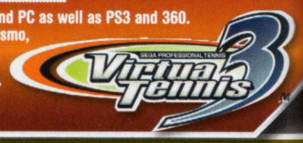


TOTEMIC

Looking forward to owning an Xbox 360-flavoured Eye Toy in September? Bundled with the webcam will be TotemBall, a gesture-based affair where can expect to flap your arms like a demented rooster to control a Monkey Ball-style totem pole tower around timed levels. Expect to pay around £40 for the bundle.

TOILET TENNIS

Virtua Tennis 3 will be coming to PSP and PC as well as PS3 and 360. Tiger Tim is in, alongside Amelie Mauresmo, Maria Sharapova, Rafael Nadal and Andy Roddick. Also expect five-setters and a host of new mini and multi-player games when *VT3* attacks next Spring.



UK Top 20 Games Chart

Cars sits pretty at the top of the charts, causing something of a roadblock and knocking *GTA* down a place...

GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in *GM* every month!

ChartTrack

IT'S THE ONLY CHART THAT COUNTS!

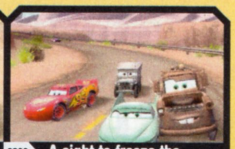
NO.		PREVIOUS POSITIONS: Last week	2 weeks ago	3 weeks ago	GAME	PUBLISHER	GM'S SCORE	GM JUDGEMENTS
1	▲	1	1	2	Cars PS2 GBA DS PSP	THQ	76%	A movie-spin off that deserves the inevitable success it will receive.
2	▲	2	2	1	GTA: Liberty City Stories PS2 PSP GOLD AWARD	Take 2	90%	A sidestep instead of a leap forward – but a great sidestep nevertheless.
3	▲	3	3	3	New Super Mario Bros. DS GOLD AWARD	Nintendo	90%	A modern classic, but one that is perhaps overly-familiar at times.
4	▲	6	-	-	The Sims PC GOLD AWARD	EA	92%	It's at a bargain price so grab yourself a slice of classic *Sims* action.
5	▼	4	5	6	Dr Kawashima's Brain Training DS	Nintendo	80%	Genuinely strengthens your mind, and does it well. That's it, really.
6	▲	8	8	13	The Sims 2 PS2 PC DS PSP	EA	72%	Not the step up on the consoles as it was on the PC – overall a bit disappointing.
7	▼	5	7	8	Pro Evolution Soccer 5 PS2 XBOX PC PSP GOLD AWARD	Konami	95%	Takes the beautiful game to a whole new level of evolution. Just champion.
8	▲	14	15	18	Need for Speed: Most Wanted PS2 XBOX GBA PSP 360	EA	82%	*NFS: MW* is a cracking flashy all-round urban racer/modder.
9	▼	7	6	5	Pirates of the Caribbean: Dead Man's Chest GBA DS PSP	Buena Vista	56%	Enjoyable in short doses, but too repetitive and annoying to really succeed.
10	▼	11	10	10	Over the Hedge PS2 XBOX GBA DS	Activision	65%	Fans of the film will love it. A fun experience let down by its repetitiveness.
11	▲	20	-	-	SingStar Anthems PS2	Sony	60%	It's still *SingStar*, but this is one of the most dismal selections of songs yet.
12	▲	36	-	-	Star Wars: Battlefront 2 PS2 PSP	LucasArts	81%	Another satisfying stomp (and soar) around the stars, but best for modem owners.
13	▼	9	4	4	Pirates of the Caribbean: Jack Sparrow PS2	Ubisoft	57%	We love Jack Sparrow, but we're disappointed he's not in a better game.
14	▼	10	14	-	Formula 1 06 PS2 PSP	Sony	73%	A predictable but solid sim that does exactly what you'd expect, but nothing more.
15	▲	24	28	24	FIFA 06 PS2 XBOX PC PSP	EA	69%	Predictable, dull and more laboured than Thomas Brolin's breathing. We've finally lost patience.
16	▼	15	13	15	Animal Crossing: Wild World DS GOLD AWARD	Nintendo	92%	One of Ninty's best ideas – and now it comes with you to the shops. *Nintendogs* is history.
17	▲	27	18	19	FIFA Street 2 PS2 XBOX DS PSP	EA	80%	A casual gamer's dream, but seasoned footy veterans will take more convincing than this.
18	NEW	-	-	-	Monster House PS2 CUBE GBA DS	THQ	63%	On the scale of CGI movie licenses, this is up there with *Madagascar*. Average, then.
19	▼	12	16	17	Big Brain Academy DS	Nintendo	82%	Skewed slightly younger than *Brain Training*, *Big Brain Academy* is possibly a little bit more fun, too.
20	▲	28	23	22	GTA: San Andreas PS2 XBOX PC GOLD AWARD	Take 2	98%	A game of such, beauty, ambition, scale, brutal brilliance and delicate perfection that we must all be humble in its presence.

Software charts compiled by ChartTrack, ©2006 ELSPA (UK) Ltd. www.elspa.com Words: Rob Taylor

01 CARS

Finding Nemo was adorable, *The Incredibles* was just, well... incredible, but cars? With faces? That's just plain terrifying. Thankfully, this cutesy mix of free roaming driving action and appealing minigames is one of the best summer tie-ins in years, whether you're powersliding around the speedway or simply chatting to your freaky motor mates. The eyes mummy, the *eyes* – please make them go away!

Altogether now: "We're gonna start a convoy..."



A sight to freeze the marrow of anyone.

02 THE SIMS

Now this is one of the oddest entries we've seen in a fair while but, owing to a too-good-to-turn-down price point of a measly fiver, it seems the original *Sims* – ropey textures 'n all – has bounced back onto PC! Manage a virtual social life, raise a virtual family, try not to kill the virtual pet and get rejected by your virtual date all over again. Who needs reality with this bargain?

Bury your best pal, then hit on his beau. That's life.

Make friends and influence people!

03 MONSTER HOUSE

First there were the automobiles with the eyes, and now there's a house that's actually a monster? Jeez, what are summer kids' movies coming to? But we digress... If guiding a snoresome group of American teens through a mansion that's about as scary as Chessington World of Adventures floats your boat you might get a shock or two here, but this ain't as good as rival tie-in *Cars*...

"I said GET OUT OF MY HOUSE YOU BRAT!"

Girl versus chair – *Mortal Kombat* has nowt on this.

JAPAN CHARTS

Big giant robots? At the top of the Jap charts? How surprising!

1	SD Gundam G Generation Portable PSP
2	New Super Mario Bros. DS
3	Jissen Pachi-Slot Hisshouhou! Hokuto no Ken SE PS2
4	Tamagotchi no Puchi Puchi Omisecchi Gohi-Kini DS
5	Mario Basket 3 on 3 DS
6	Kahashima Ryuuta Kyouju no Nouo Kitaeru Otona: DS
7	Shaberu! DS Oryouri Navi DS
8	Sengoku Basara 2 PS2
9	Rhythm Heaven DS
10	Growlanser V: Generations PS2

US CHARTS

Madden kicks off the US football season with no. 1 spot.

1	Madden NFL 07 PS2 360
2	Final Fantasy VII: Dirge of Cerberus PS2 PC
3	Dead Rising 360
4	New Super Mario Bros. DS
5	Brain Age DS
6	Civilization IV: Warlords PC
7	Sims 2: Glamour Life Stuff PC
8	Phoenix Wright: Ace Attorney DS
9	Big Brain Academy DS
10	Pokemon Emerald GBA

PORTAL POTTY

No sooner have Valve revealed their *Half-Life 2: Episode 2/Team Fortress 2/ Portal* package, then they've only gone and delayed it until early 2007! Interestingly though, Doug Lombardi revealed that Valve were considering incorporating their Portal technology in *HL2: Episode 3*. "We think (portals) think really can open the gameplay as much or perhaps more so than the gravity gun and the physics did..."

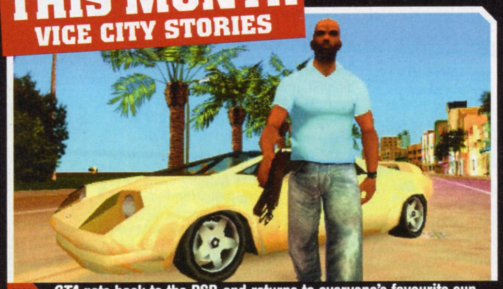
TINSEL TOMB

Has the excellent *Tomb Raider: Legend* resurrected your love for all things Lara? Good, because it's more than likely Angelina Jolie will be up for another outing. Eidos guru Ian Livingstone confirmed: "We're talking to Paramount, although nothing's been signed yet. It'd be ideal to tie in a movie script with a game script, to have them both in harmony rather than out of kilter." Too right Ian.

WATCH OUT FOR...

Look out for these latest games to hit the shelves...

THIS MONTH
VICE CITY STORIES



GTA gets back to the PSP, and returns to everyone's favourite sun-drenched city o' sleaze. Frankly, we can't wait!

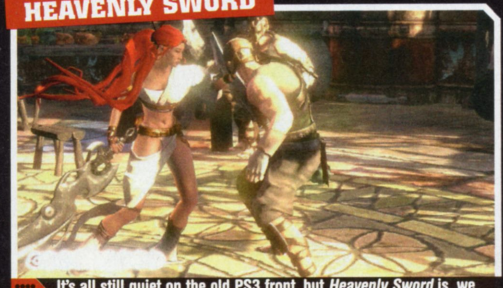
NEXT MONTH
GEARS OF WAR

Not long to go now! We're hoping and praying that this is going to be as good as it needs to be. Which, given the hype, is *amazing*.

3 MONTHS
TWILIGHT PRINCESS

Well, perhaps not three months, but that all depends on when Wii finally launches. But! This'll be *incredible*. 'Course it will!

FUTURE
HEAVENLY SWORD



It's all still quiet on the old PS3 front, but *Heavenly Sword* is, we confidently predict, going to make a big splash. It's ace!

Cut it out and stick it on the wall

2006

SEPTEMBER

29th	42 All-Time Classics DS	Nintendo
29th	Age of Empires: The Age of Kings DS	THQ
29th	Company of Heroes PC	THQ
29th	FIFA 07 DS PSP CUBE GBA PC PS2 XBOX	EA
29th	Hardcore Pool DS	Zoo Digital
29th	Infected PSP	THQ
29th	Playwize Poker and Casino PS2	Nintendo
29th	Sudoku Mania DS	Zoo Digital
29th	War Front: Turning Point PC	Ascaron

OCTOBER

1ST	Sturmgart PC	Alten8
3RD	Super Robot Taisen: Original Generation 2 GBA	Atlus
6th	Barnyard CUBE GBA PC PS2	THQ
6th	Nintendo DS Browser DS	Nintendo
9th	Super Paper Mario CUBE	Nintendo
10th	Touch Detective DS	Atlus
15th	Disney's American Dragon: Jake Long, Attack of the Dark Dragon DS GBA	Buena Vista
13th	Gothic 3 PC	JoWood
13th	Playwize Poker and Casino PSP	505 Games
13th	Warlords Champions DS PSP	D3Publisher
15th	Destroy All Humans! 2 PS2 XBOX	Sony
20th	Disney's Little Mermaid: Ariel's Undersea Adventure DS	Buena Vista
20th	Disney's The Little Mermaid: Magic in Two Kingdoms GBA	Buena Vista
20th	Pokemon Dungeon: Red Rescue Team DS GBA	Nintendo
2oth	GTA: Vice City Stories DS	Rockstar
20th	Rule of Rose PS2	505 Games
20th	The Sims 2 Pets DS CUBE GBA PC PS2	EA
23rd	Magical Starsign DS	Nintendo
23rd	Heroes of Annihilated Empires PC	Nintendo
24th	Yggdra Union GBA	Atlus
27th	Actionloop DS	Nintendo
27th	Every Extend Extra PSP	Buena Vista
27th	Desperate Housewives PC	Buena Vista
27th	Sudoku Master DS	Nintendo
27th	Children of Mana DS	Nintendo
27th	Harlem Globetrotters World Tour GBA	Zoo Digital
27th	Hot Wheels Ultimate Racing PSP	Zoo Digital
27th	Uno/Skipbo Compilation GBA	Zoo Digital
27th	Warhammer 40,00: Dawn of War - Dark Crusade DS	THQ
30th	Pokemon Ranger DS	Ignition
TBC	Legend of the Dragon DS	Game Factory
TBC	hack//G.U. Vol. 1: Rebirth PS2	Namco Bandai
TBC	Age of Empires 3: The Warchiefs PC	Microsoft
TBC	Alone in the Dark 360 PC	Atari
TBC	Avatar: The Last Airbender PS2 XBOX CUBE GBA PC DS PSP	THQ

NOVEMBER

3rd	ATV Thunder Ridge Riders GBA	Koo Digital
3rd	Bratz: Babyz GBA PC	THQ
3rd	Bratz: Forever Diamondz PS2 CUBE GBA	Microsoft
3rd	Need For Speed: Carbon 360 XBOX PC PS2 CUBE GBA DS PSP	Atari
3rd	SpongeBob SquarePants PS2 CUBE GBA PC DS Wii	THQ
3rd	Elite Beat Agents DS	Nintendo
6th	Final Fantasy V Advance GBA	Nintendo
10th	Cars 360	THQ
10th	Disney Princess: Royal Adventure GBA	Buena Vista
10th	Mario Slam Basketball DS	Nintendo
10th	Pokemon Mystery Dungeon: Blue Adventure DS	Nintendo
10th	Pokemon Mystery Dungeon: Red Adventure GBA	Nintendo
10th	Shin Megami Tensei: Devil Summoner PS2	Atlus
17th	WWE SmackDown Vs. RAW 2007 PSP 360 PS2	THQ
17th	Gears of War 360	Microsoft
24th	PlayStation 3 PS3	Sony
24th	Disney's Chicken Little: Ace in Action DS PS2	Buena Vista
24th	Plushed Away PS2 GBA DS CUBE	D3Publisher
24th	Hotel Dusk: Room 215 DS	Nintendo

Heed Our Warning:
Here at *GM* we endeavour to bring you the most accurate release dates around. But the games industry is a fickle beast so bear in mind that the info above is constantly on the move. If it doesn't come out when we say it does, blame someone else!

GMOST WA MGAMES

THE HOTTEST GAMES OF TOMORROW!

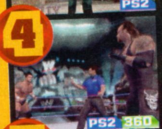
Have a quick look at that top 10 to my right there. See anything you like? Thought as much! Honestly, we're have to be in for one of the finest christmases since some old fool dropped *Halo 2* and *San Andreas* down our chimneys a couple of years ago. Ah, memories!

Gears of War, Assassin's Creed, SmackDown!, Bully... there's just so many great games to choose from, and hardly any time to play them – both on current consoles and next-gen.

However, none come much bigger than a brand-new *Zelda* game, and we've been really, *really* lucky to play the latest version of Nintendo's epic series on Wii before anyone else. You can see just how astounding *Twilight Princess* really is over on page 54.

And if *that* isn't enough for you, then we've got a further 22 pages of all the biggest stuff you can expect to see on the run-up to the festive season – and beyond. Blimey! We really do spoil you lot, you know...

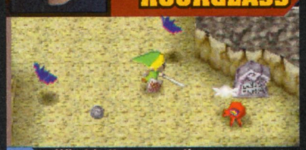
Geraint, Deputy Editor

	GAME NAME	WHAT IS IT?	WHAT WE'VE GOT	WHY WE WANT IT
1	**ZELDA: TWILIGHT PRINCESS**	Elf-boy in green tunic saves world (again) by repeatedly stabbing evil with a sword. And doing some puzzles. In dungeons. On GameCube and Wii!	The mother of all exclusives. No one, *NO ONE* has got this close to the latest version. We even flew to Germany, yes, *Germany* just to get our hands on it. Turn to p54!	Because, in a word, it's amazing. The biggest, most ambitious *Zelda* we've ever seen – not to mention the prettiest – and now you get to actually 'be' Link. Lovely!
2	**GEARS OF WAR**	Unusually large men carrying unusually large guns to kill unusually large monsters. It's going to be the biggest thing this Xmas. On Xbox 360!	A lovely new shot over on page 13. Otherwise, look forward to the November 17th release! It's so close we can smell it...	Because nothing comes even close to matching this game's astounding presentation. In fact, it's so strong-looking that even *Halo 3* is going to have a lot to live up to...
3	**CANIS CANEM EDIT**	Thrown into boarding school by your mean parents, you must survive the school year. Now PS2 exclusive!	Not much new this month – but the name's been changed! One for all you Latin lovers out there...	We'd given up hope that we'd ever see it – but it's finally coming. It looks brilliant too, with plenty of that Rockstar humour. And it's out in October! How about that?
4	 **SMACKDOWN VS RAW 2007**	Ace grappling courtesy of wrestle-masters THQ. You don't have to be a genius to figure out that we're *very* excited by this. On all major formats.	We got our hands on this for an extended play session – so it's our lead preview, just overleaf on page 20. Read our exclusive review next month!	There's something very therapeutic about smashing someone's face onto a turnbuckle. With a chair. From the top of a ladder.
5	**GTA: VICE CITY STORIES**	Another PSP *GTA*, this time set in the brilliant Vice City.	Kath managed to sit down and play this for an hour and a half, so we'll let her tell you all about what she thought over on page 29. (Clue: It's ruddy good.)	Mainly because *GTA 4* is so far away that we'll take anything Rockstar throw our way at the moment. After *Liberty City Stories* though, we just *know* will be great.
6	**ASSASSIN'S CREED**	*Splinter Cell* meets *Prince of Persia* during the Crusades. Which is pretty accurate, seeing as it's being made by the same people. PS3 and Xbox 360.	We've got a handfull of new shots, and Kath got to see it demoed at the Games Conference in Leipzig, Germany.	Because, to be brutally honest here – other than *Heavenly Sword*, this is looking like the best game in PS3's launch line up. Which is reason enough, don't you think?
7	**GOD OF WAR 2**	The PS2 sequel to one of our favourite games of last year – we awarded it 94% back in *GM*160. This looks set to be even better.	Again, Kath (she's a lucky girl that one) got to play this a fair bit – and came back with some nice new screenies. You'll find these on page 24.	"Trying to rip the eyeball out of a giant cyclops was an obvious highlight" said our animal-loving Kath. "As was whipping the bejesus out of enemies with a giant chain whip". Fair enough.
8	**STRANGLEHOLD**	You play a cop who gets mixed up with gangsters – which basically means spraying anything that moves with lead as spectacularly as possible.	New screenshots since our massive preview in *GM*172. You'll find a quick update on this over on page 24.	Anyone here remember *Max Payne?* Well, this is quite similar, in that it's a gorgeous bullet-time ballet - but this time with added Chow Yun Fat and directed by none other than John Woo.
9	**VIVA PINATA**	Goggle-eyed papier mache animals come and populate your freshy pruned garden. Also – smash nasty animals with shovels. On Xbox 360.	We've finally managed to get some hands-on time with it, after it seemed do dissapear for a couple of months. There's a preview over on page 25.	Gardening! With scary animals! Your probably all thinking we're strak-raving mad for loving this, but we reckon this could surprise everyone with its brilliance.
10	**BATTALION WARS**	A Wii sequel to the Gamecube's brilliant *Battalion Wars* – which in turn was an action-based reworking of *Advance Wars*.	Some hands-on time with the game – which we guess is as good as it gets. Kath gives us her full verdict in our Wii round-up on page 38.	The original worked brilliantly. It was a bit like playing a real-time strategy game at ground level, but with the ability to control your units directly. Natty!

TEAM PICKS

The games Team *GM* are personally excited about!

Editor: Robin
ZELDA: PHANTOM HOURGLASS



What better reason than a new *Zelda* is there to dig out my DS.

Dep. Ed: Geraint
PHANTASY STAR UNIVERSE

I know I've picked this before – but I just can't help myself!

Prod. Ed: Jes
METROID PRIME 3: CORRUPTION

I'm all about the *Metroid*, me. It gets me all foamy in the gums.

News Ed: Rob
DARK MESSIAH

Kick orcs into fires! This has the best first-person combat ever!

Reviews Ed: Kath
BIOSHOCK

A shooter, but much more! It's a moody undersea adventure.

NTED

WHO IS...

UZUMAKI NARUTO

The heroes of the future – NOW!

WHERE'S HE FROM?
He's the main character from the hugely popular manga and anime Naruto (DVDs of which have just recently been released in the Uk - it's going to be *huge*!). He's also the star of *Naruto: Ultimate Ninja* on the ol' PS2.

WHAT'S HIS MOTIVATION?
He wants to be the greatest Ninja in the world (don't we all) and earn the respect of his village.

SPECIAL POWERS?
He can make multiple clones of himself in an instant to beat the crap out of people. He can also turn himself into a girl using the 'Sexy No Jutsu' technique, giving male opponents a nose-bleed and knocking them out instantly.

WEAKNESSES?
He's not exactly the sharpest chisel in the toolbox, we can tell you that much. In fact, you could say he's a bit, well, dumb.

ANYTHING ELSE?
Um, yeah, he's also got the spirit of an evil, nine-tailed demon fox trapped in him, after someone sacrificed his life to seal it away. Which means nobody much likes him, including his own parents. How's that for a bit bad luck!

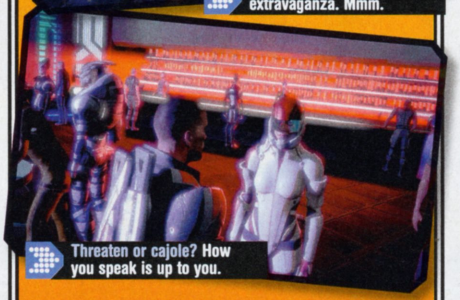
SHOT OF THE MONTH!

PC

Rob insisted on this *Bioshock* pic. "What's wrong with a meat-hook-wielding woman in a dress?" he moaned. We just called for the doctor.

TELL US MORE!

Big spaceships! It's a sci-fi extravaganza. Mmm.



Threaten or cajole? How you speak is up to you.

MASS EFFECT

A sci-fi RPG from Bioware, the people that brought you the phenomenally good *Star Wars: Knights of the Old Republic* games. Set in a completely new universe, the dynamic conversational system makes us go all weak at the knees.

LEAST WANTED

This is one club we don't want to join, ta.

WINX CLUB

Game based on the 'hit' animation series. Play dress-up with a bunch of girls and play mini-games. Kath says she "turned this on for five minutes", and "that was enough", which doesn't exactly bode well for it, we have to say.

ONE TO WATCH

You're going to want these. Oh yes.

VIRTUA FIGHTER 5

The PS3 gets the first truly next-gen fighter. We honestly can't wait.

TONY HAWK'S PROJECT 8

We can safely say that this is a return to form for the old Hawkster.

DEFCON

PC

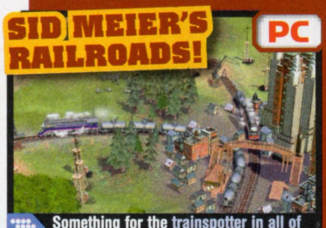
Another month in the one to watch slot. It's original and utterly brilliant.

KANE AND LYNCH

Next-gen squad-based action from the *Hitman* boys. It's got co-op too!

SID MEIER'S RAILROADS!

PC



Something for the trainspotter in all of us. Kath says this looks like 'fun'.

YOUR MOST WANTED!

There are almost 200 new games looming on the horizon – we'd like you to let us know which ones you're most looking forward to. Scribble down your top five and send it in, and we'll make sure we hunt them down for you!

MY TOP 5

1. _____
2. _____
3. _____
4. _____
5. _____

Send to: My Top Five!, GamesMaster Mag, Future, 30 Monmouth St, Bath, BA1 2BW
Or email us at: gamesmaster@futurenet.co.uk

• OUT: NOV 10TH • FORMAT: PS2 • PRICE: £39.99
• ONLINE: VERSUS MODE • OTHER FORMATS: X360, PSP • DEVELOPER: YUKE'S • PUBLISHER: THQ
• WEB: WWW.WWE.COM • PLAYERS: 1-6

SMACKDOWN VS RAW 2007

NEED TO KNOW

WHAT IS IT?

It's the latest wrestling game by THQ, and the third *SmackDown!*

FACTS

- More than 20 match types
- 60 main event wrestlers, including Ken Kennedy, Gregory Helms and the Boogeyman

RUMOUR

It'll feature the entire Hart Foundation!

FROM THE PEOPLE WHO MADE...

Rumble Roses.....52%

The latest, possibly greatest *SmackDown!* yet, as demonstrated by its stars...

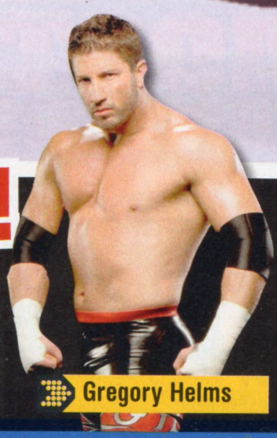
GMOST WANTED GAME

Aaaah! My legs! Oh, hello there. I'm John Cena, and as you can tell from my beautifully detailed facial expression and well-rendered vascular system, this is the Xbox 360 version of SmackDown! vs Raw. You might notice that I'm not as sweaty as you've previously seen me in the match - that's because Yuke's has slightly toned down the perspiration system to make it more realistic. Anyway, enjoy the rest of the preview! Ouch...

ROSTER REVEALED!

Stop the press!

All these other wrestlers would like you to know that they'll be appearing too...

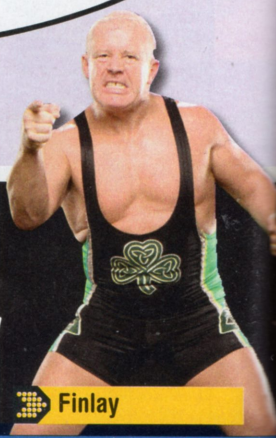


Gregory Helms

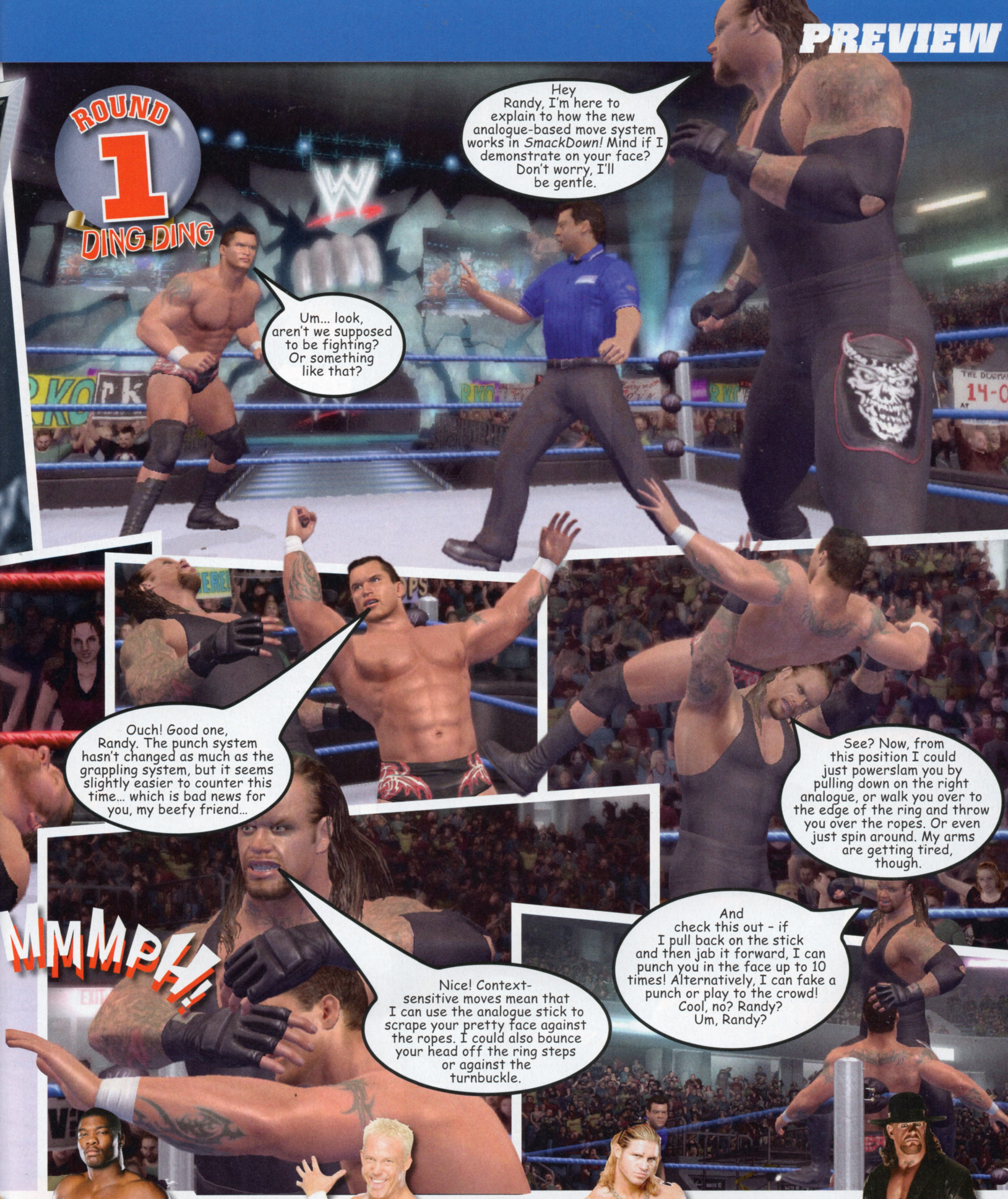
Batista
Big Show
Bobby Lashley
Boogeyman
Booker T
Carlito
Chavo Guerrero
Chris Benoit

Super Crazy

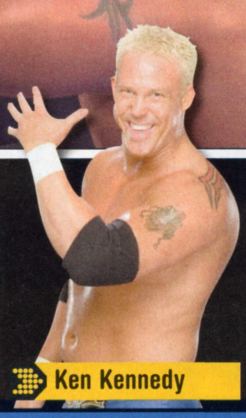
Chris Masters
Daivari
Edge
Eugene
Hardcore Holly
JBL
Joey Mercury
John Cena



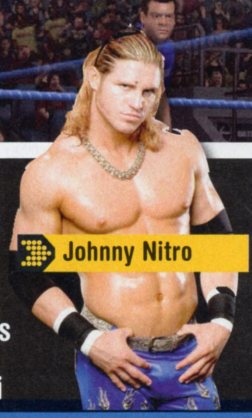
Finlay



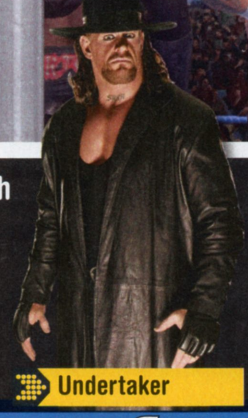
Kane
Kid Kash
Kurt Angle
Lance Cade
Mark Henry
Matt Hardy
Paul Burchill



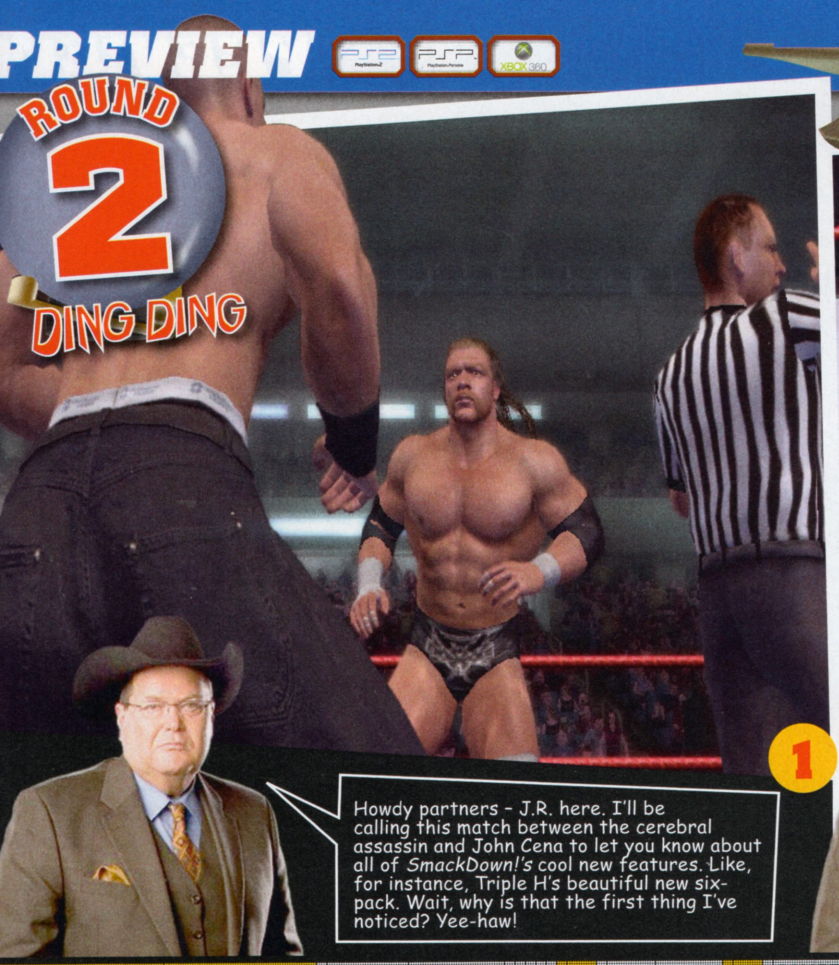
Psicosis
Randy Orton
Rey Mysterio
Ric Flair
Rob Van Dam
Shawn Michaels
Snitsky
The Great Khali



Trevor Murdoch
Triple H
Umaga
Viscera
Vito
William Regal

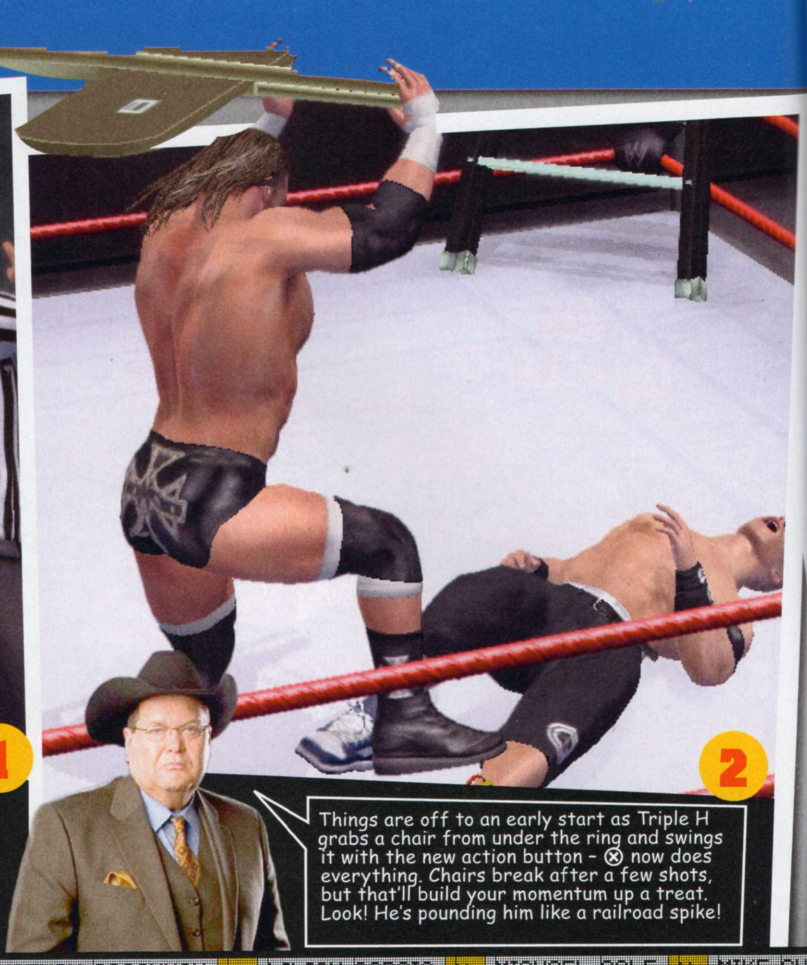


ROUND 2 DING DING



Howdy partners - J.R. here. I'll be calling this match between the cerebral assassin and John Cena to let you know about all of *SmackDown!*'s cool new features. Like, for instance, Triple H's beautiful new six-pack. Wait, why is that the first thing I've noticed? Yee-haw!

1



Things are off to an early start as Triple H grabs a chair from under the ring and swings it with the new action button - ⊗ now does everything. Chairs break after a few shots, but that'll build your momentum up a treat. Look! He's pounding him like a railroad spike!

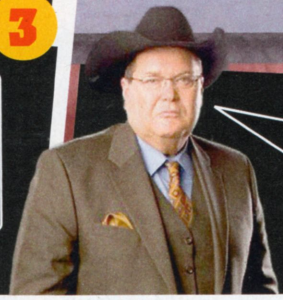
2

NON-PLAYABLE CHARACTERS | JERRY LAWLER >> | JIM ROSS >> | JONATHAN COACHMAN >> | LILIAN GARCIA >> | MICHAEL COLE >> | MIKE CH

THQ have also made the table matches last longer. Now, instead of simply smashing another character through a table, you'll have to build up your momentum and store a finisher. Nasty!

Triple H follows up with a textbook elbow on the ladder. And that reminds me - the only new match type is the Money In The Bank mode, which has appeared at the last two years of Wrestlemania: a six-man ladder match which earns the winner a title shot. It wasn't finished in the code we gave to *GM*, but it won't be much different from your traditional six-man match.

3



You'll be able to sandwich an opponent between the rungs and slam them up and down with the right analogue stick. You might be able to pull off Shelton Benjamin moves like propping the ladder against the ropes, and somersaulting off it.

4

NOW ENTERING THE RING!

Hello people – I'm Triple H, crotch-chopper and water-squirter extrordinaire. At the moment, it looks like I'll be appearing in *SmackDown!* in DX style, with this rather fetching moustache, which must have been murder to render! And these are some of my friends...

Booker T's having a good run at the moment, although I'm not sure about that crown. Anyway, this is the PS2 version – not quite as nice as the 360, but fine nonetheless.

1

2

And this is my old chum Batista, whose neck is much bigger than this in real life. You can expect him to be a key part of the title picture in season mode, and you'll also be able to bash people with that belt.

DA » NICK PATRICK » SHANE MCMAHON » STEPHANIE MCMAHON » TAZZ » THEODORE LONG »

Oh, wait, what's Batista doing coming down the steps? Ah, he's probably just showing off the improved pyro. There are several new effects, and as in previous games you'll be able to add smoke, lights and different camera angles to your own entrances. Which is nicer than a lovely big cake, I'm sure you'll agree.

3

This is Chris Benoit, or 'shortarse', as I like to call him. Note the detailing on his facial fuzz and the polygons on his furrowed brow.

4

SMACK!

5

Now wait a... aaargh! Now that just flicking the analogue stick does a quick grapple, it can be quite tricky to pull off a big move. Somehow Batista's managed it here, though – he must have held down L1 to modify his move into a strong grapple, then flicked the analogue again to do the spinebuster. Bugger.

6

And this is the facial punching in the turnbuckle system again. The Undertaker talked about this over the page, so I'll simply point out that you'll be able to grab signs off those losers in the crowd and batter people with them. Ow! Ow!

HANDS ON

PREVIEWER: JOEL

HOW FINISHED?

CONTROLS

- △ – Run
- □ – Strike
- ✕ – Action button
- L1 – Strike counter
- R1 – Grapple counter

WE PLAYED IT AT...

The *GM* Office

WHAT WE PLAYED

- ✓ Money In The Bank
- ✓ Steel Cage Match
- ✗ Four-man tag match

HOW DOES IT PLAY?

A bit confusingly at first – the analogue movement can make it a little bit tricky to tell the computer exactly which grapple you want to do. But once you've got to grips with the system, the simplification of the action system (one button now grabs things and flicking the analogue stick allows for context-sensitive moves, as you'll have seen on these pages) is a definite improvement, and one that's got us all excited and hot under the collar. A new *SmackDown!* always gets us in a gum-foaming froth of gaming joy, but this first next-generation iteration of everyone's favourite grappler is looking superb.

ANY PROBLEMS?

Although the stamina system's been toned down a bit, it still gets a bit frustrating when you wear yourself out by stamping on a man's face.

BEST BIT SO FAR

Putting Randy Orton's trachea on the ropes, then gently stamping on the back of his neck until he gurgles. We could do this for hours.

GM VERDICT

GM LOVES

+ The environmental interactions – they're just so pleasingly brutal
+ The new ladder moves

GM HATES

– The stamina system's more forgiving, but we still don't like getting tired out quickly

MOST WANTED RATING

On Xbox 360 it's as pretty as glistening, grappling men can be, but on PS2 it doesn't look all that different. It's all about how exciting Season mode is...

5

CAN'T WAIT?

MOST LIKE:..... Def Jam: Fight ....For NY: The Takeover, 85%
BIGGEST RIVAL: .....Virtua ..... Fighter 5 (2007)

• OUT: WINTER • FORMATS: X360, PS3, PC • DEVELOPER: MIDWAY • PUBLISHER: MIDWAY
• ONLINE: YES • WEB: WWW.MIDWAY.COM • PLAYERS: 1 (1-8 ONLINE)

STRANGLEHOLD

Meet the coolest new kid on the next-generation block...

Slow-mo bullet-time has been seen in games galore – *Max Payne* and *The Matrix* to name a couple. *Stranglehold*, though, has a good reason to do what's been done a hundred times before. It's the game sequel to the 90s John Woo film *Hard Boiled* – the film that practically invented bullet-time. It just wouldn't be authentic without diving across table tops, leaping through windows and pumping lead into bad guys at glorious half-speed.

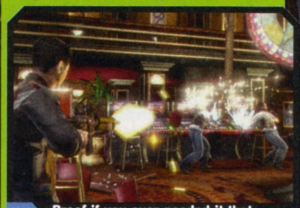
The game is set 18 years after the film but you still play as cop-on-the-edge Tequila, who's trying to rescue his kidnapped daughter from the Triad gang. Tequila is one seriously slick guy, not to be messed with – something that the game gets across loud and clear thanks to his huge range of special moves. It's looking next-gen glorious; Tequila dives and slides across any surface that gets in his way – banisters, bars, trolleys. He's like a kid in a playground.

You can tap a button to interact with these objects but your character never just walks clumsily into things – he's always on the move.

You can kill enemies with a simple gunshot, but extra stars are earned for doing it with style. Jump onto a trolley, roll through some flames and then pump a man full of lead, and hey presto. This game won't fail to make you feel like the cool guy – even if your name's Terry, not Tequila. **Kath** GM

ROAMIN'

Levels take place all over – in the dinosaur exhibit at a museum, a casino and more...



Proof if you ever needed it that gambling can be very bad for you.

Everything can be interacted with or blown up.

NEED TO KNOW

WHAT IS IT?

A third-person action shooter from the developers behind *Psi Ops*.

FACTS

- Build your 'Tequila Time' bar then unleash all manner of slow-mo moves
- Online multi-player

FROM THE PEOPLE WHO MADE...

The Suffering.....80%
Psi Ops.....84%

These people are just easy pickings, with your two-fisted guns of JUSTICE. Still, it pays to be careful all the same.

GM VERDICT

GM LOVES

+ Beautiful slow-motion effects full of destruction
+ Being able to interact with everything

GM HATES

- We'll never be able to shoot a man with that much style. Not that we want to, obviously

MOST WANTED RATING

Definitely a shooter next-gen console owners will want to keep a look out for. It uses a great licence well and is just a whole lot of explosive fun.

4

CAN'T WAIT?

MOST LIKE: .....Max Payne 2
BIGGEST RIVAL: ..... Kane & ..... Lynch (2007)
OUT SOONER: .....Crackdown

PS2

• OUT: JANUARY 2007 • FORMATS: PS2 • DEVELOPER: SONY • PUBLISHER: SONY
• ONLINE: NO • WEB: WWW.GODOFWAR2.COM • PLAYERS: 1

GOD OF WAR II

Kratos is more than worth the wait...

God-botherer Kratos is back and once again has fallen out of favour with his new peers, after killing Ares at the end of *God of War*.

Picking up from where its superb predecessor left off, *GoW 2* sees Kratos once again betrayed and forced to journey across dangerous lands to find the Sisters Of Fate.

Luckily, he's armed up even better than before, with not only his lethal Blades Of Chaos but a new magical power that gives him an ethereal bow for longer range killing. Once again, the game doesn't hold back on the gore – the first section we played involved battling a huge lumbering Cyclops being ridden by a mutant. First we had to yank the mutant off his back then go about stabbing him in the chest. When he eventually doubles over, a button press lets us – stop reading now if you're one of those fragile-minded, easily disturbed people – pull his one eye out of his head. Not very nice.

The original *God Of War* was brilliant. From what we've seen so far, this is going to be nothing less than that either. Not long to wait now, either! **Kath** GM

Many opponents have the size advantage, but Kratos is quick.

NEED TO KNOW

WHAT IS IT?

The sequel to Sony's brilliant third-person slash-em-up *God Of War*. You play again as Kratos, tackling monsters, mutants and the gods themselves.

FACTS

- New weapons include an ethereal bow and arrows
- Loads of new moves and magic
- Fight Greek mythological beasts, including new additions like the flying Gryphon

FROM THE PEOPLE WHO MADE...

God of War.....94%
Shadow of the Colossus.....91%

THANK GOD

Kratos doesn't take any prisoners, that's for sure. *God Of War 2* is as gory as the original – you only have to take a look at how this poor guy has ended up to see that...

You've had a scrap and your opponent has dropped to his knees.

Ah. Kratos is obviously carrying out a bit of scientific research now.

Now does anyone know how to get bloodstains out of loin cloths?

GM VERDICT

GM LOVES

+ The combat – it's got massive creatures and brutal slashing galore
+ Looks amazing!

GM HATES

- There's no co-operative option or multi-player modes

MOST WANTED RATING

With news of the PS3's delay, it's good to know PS2 owners will keep getting stocked up with top games while they wait. It should be a brilliant sequel, too.

4

CAN'T WAIT?

MOST LIKE:..... God Of War
BIGGEST RIVAL:.... Devil May .....Cry 4 (TBC)
OUT SOONER:Onimusha: DoD

PINATA STAGES

It's no good just getting Pinatas to visit – there's four stages to go through before an individual is truly 'yours' to keep, and it's not easy.

Step one is to attract a Pinata into the neighbourhood.

Tempt 'em in with food, shelter or flowers – or other Pinatas.

When they fufil their criteria, they become resident in your garden.

Build a love shack, and they'll reproduce! By means of a stork.

NEED TO KNOW

WHAT IS IT?

Not so much *Harvest Moon* or *Animal Crossing* as much as it is *Sim City* with collectable citizens

FACTS

- Tie-in TV show is now on Xbox Live for you to download!
- But the game doesn't feature the characters from the series. Maybe a download later on?

FROM THE PEOPLE WHO MADE...

Perfect Dark Zero 85%
Kameo: Elements of Power 82%

MUSHY PAPER

When two Pinatas of the same species meet, they try to initiate the 'Romance Dance'. Surprisingly, you're then led to a simple-mini-game, which if completed allows the critters to complete their courting ceremony.

There's no denying it – these dances are heart-meltingly cute.

And here's the Sparrowmints, glamming it up for in-nest camera.

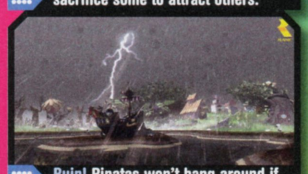
IT'S A HARD KNOCK LIFE FOR US

Your Pinatas are jam-packed full of candy-goodness, so it's no surprise that there is an assortment of foes out to bust-open your candybags. Luckily, you can concentrate fully on saving your Pinatas by employing cleaners, gardeners and doctors, freeing you up to look out for these swines...

Sours! These crimson-red fiends are evil Pinatas, out to eat your fruit.

People! Dastardo will break in and smash your Pinatas.

Other Pinatas! You may have to sacrifice some to attract others.



Ruin! Pinatas won't hang around if your utopian paradise goes to pot.

- **OUT:** DECEMBER
- **DEVELOPER:** RARE
- **PUBLISHER:** MICROSOFT
- **FORMAT:** X360
- **WEB:** VIVAPINATA.COM
- **ONLINE:** YES
- **PLAYERS:** 1 - BUT YOU CAN TRADE OVER XBOX LIVE

VIVA PIÑATA

Hands-on with Rare's cute-as-a-button funny farm!

Leafos, the improbably tall Leanor advert reject that populates your garden, doesn't make life easy for you. To begin with, she'll expect you to cultivate your land using only a wonky shovel and a watering can with more holes in it than your average *WWE* storyline.

Yep, you're up against it early doors in Rare's latest. But attracting Pinatas to your paradise-to-be is simply a matter of creating a desirable environment for them. So to start with, all you can do is flatten the land with your cack-o-shovel, which in turn will attract the 'Whirlm' Pinata. Once your worm Pinatas are happily living in your soil, you'll start to attract some greedy Sparrowmint Pinatas, with other crepe-paper critters making their debut according to other criteria, such as whatever crops you've got and the time of day.

The idea is to make your garden so hospitable that they decide to stay, at which point the monochrome creatures are coloured in with the kind of vibrant hues last seen in the early 1990's. Then, they're yours to keep, name and tag and trade online. It's not always as simple as that though – to get that Syrupant Pinata resident in your home, it needs to eat a mouse – but no matter how many turnips you plant, will a mouse visit while there's a nasty great snake roaming the land? These logic puzzles will tax your brain as much as your heart-strings, creating a garden that's very much your own.

Alex GM

We absolutely love the art direction, which fills our heart to bursting with joy, love for our fellow man and many hallelujahs. Awww.

Attracting other Pinatas (and keeping 'em) is one of the main goals, but you'll need to fend off evil things and match whatever criteria they need.

GM VERDICT

GM LOVES

+ Eye-wateringly cute characters, from 'Whirlm' on upwards
+ Excellent art direction

GM HATES

– Whoever came up with the names should be tried for crimes against humour

MOST WANTED RATING

Blends in among the 360 line-up about as well as in-game character Horsetachio blends into a socialite party, but this is one oddity you should embrace.

4

CAN'T WAIT?

MOST LIKE:..... Harvest Moon
BIGGEST RIVAL: ..... Animal Crossing, 90%
OUT SOONER:..Pokemon Pearl

WHO?

We have to admit that we found it difficult to tell allies and enemies apart in the heat of battle.

OUT: NOVEMBER 17TH • **FORMATS:** PS3, 360, WII • **DEVELOPER:** TREYARCH • **PUBLISHER:** ACTIVISION
ONLINE: DEATHMATCHES AND TEAM GAMES • **WEB:** WWW.ACTIVISION.COM • **PLAYERS:** 1-24

CALL OF DUTY 3

Hands-on fun with the best war series of them all!

UPDATE!

WE PLAY CALL OF DUTY 3 ON THE XBOX 360, AND IT ROCKS LIKE A LANDSLIDE!

Just one more quick look at *Call of Duty 3* before our review, then. Unfortunately we only got a brief glimpse of some new single-player content – an early level called The Island (which you can check out directly below). We did however, get loads of time with *Call of Duty's* multi-player, and because we didn't get any screenshots for this, we though it would be better to use this space to talk about this really very, *very* good part of the game.

Perhaps the most important addition to the multi-player has to be the ability to play with 23 other people at any one time. It makes such a difference to the experience, with team-based skirmishes in particular having a much stronger, busier, 'war-like' feel to them than in *CoD 2*.

In a very important move, there are now seven different character classes to choose from too. Anti-Armour, Heavy and Light Assault, Scouts, Medics and so forth. Each have their own unique weapons, and make a genuine difference on how games play out. Best of all though, after you die, you can change class, which means that running battles in the excellent maps are always changing. Ace!

The maps are also a vast improvement. Some of the maps in *Call of Duty 2* were a bit on the bland side – not so this time around. Little villages and farms, ruined abbeys and trench systems make for some great battles, particularly for the more territorial team games.

To be honest, we're probably looking forward to playing this online as much as we are the inevitably brilliant single-player campaign. To arms! GM

"THE BEST ADDITION IS THE ABILITY TO PLAY WITH 23 PEOPLE ONLINE"

THE ISLAND

This is the brand new level we got to have a look at - and it's very different from the other stages we've seen so far. We're so excited we could skip!

It all kicks off with you hiding behind an advancing tank.

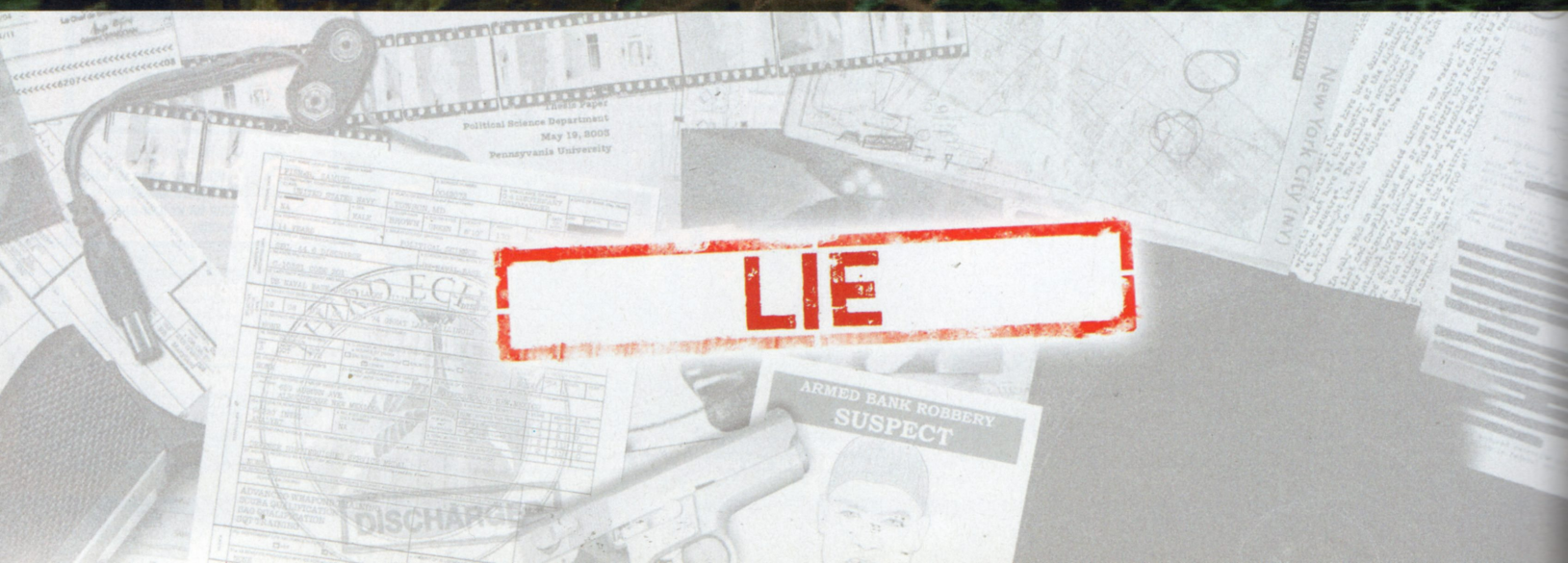
The constant rain and gunfire makes spotting the enemy a real nightmare.

There's hardly anything to hide behind so advancing is tricky – it all feels satisfyingly terrifying.

At one point the path branches. You have to make a decision which way to go, which affects how the level plays out.

The level soon changes when you reach this farmhouse.

Your ultimate goal is take down Nazis manning artillery, and bunkers.



UP CLOSE AND PERSONAL

The level of detail in the game has been raised significantly – particularly with things like grass and wall textures.

ARTILLERY

These monstrous guns send loads of debris flying into the air. The particle effects, for things like smoke and dust, have to be seen to be believed.

HARDWARE

Tanks are just as menacing a presence as ever, if not more so, but now you can jump onto them, and chuck a grenade down their hatches!

HAVE SOME!

We love the addition of melee attacks to infantrymens' range of attacking options. You can even throw back enemy grenades! Hoo!

HANDS ON

PREVIEWER: GERAINT

HOW FINISHED? 3/7

CONTROLS

- B – Crouch
- Y – Switch weapons
- X – Action
- R – Shoot
- L – Aim

WE PLAYED IT AT...

A hotel in Paris for a special Activision event

WHAT WE PLAYED

- ✓ New 'Island' stage
- ✓ 24 player multi-player
- ✗ Wii or PS3 versions
- ✗ No other new levels

HOW DOES IT PLAY?

Pretty much identical to *Call of Duty 2* in controls and feel.

ANY PROBLEMS?

It's often hard to see what's going on with all the blurring effects. That's war for you!

BEST BIT SO FAR

The territorial multi-player games with 24 players.

WORLD WAR WII

Although we never actually got to get our hands on this, we do know that the structure of the Wii version will be exactly the same as the more powerful consoles – the main difference being that the Wii's unique controller will be taken full advantage of...

Although obviously not quite as pretty as the other version – no fancy effects, see – it's still detailed.

The Wii's freehand controler will be used to aim like a gun. Not sure how well this works yet.

We love the fact that both parts of the controller can be held like a steering wheel.

GM VERDICT

GM LOVES

+ The multi-player – it made us grin like loons
+ It's just so busy – with absolutely loads going on

GM HATES

- It's very similar to *CoD 2*, just a bit prettier. Not *much* of a complaint though, to be honest

MOST WANTED RATING 4

There isn't anyone in the *GM* office that doesn't love *Call of Duty 2*. This looks to offer more of the same intense war action, but substantially better looking.

CAN'T WAIT?

MOST LIKE:.....Call of Duty 2
BIGGEST RIVAL:...Brothers in .....Arms: Hell's Highway
OUT SOONER:..... CoH, 92%

Attack enemies by tapping them with the stylus. Or select an item and lob it at them.

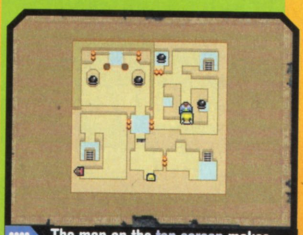
OUT: WINTER **DEV:** NINTENDO
PUB: NINTENDO **FORMAT:** DS

ZELDA
phantom Hourglass

Little Link in the palm of your hand...

MAPPY DAY

The bottom touch screen shows all the action. The top screen is used to show your map, and during boss battles it shows the action as well.



The map on the top screen makes sure you don't get lost in dungeons.

With *Twilight Princess* so near, it's been easy to overlook Link's DS outing in the lovely *Phantom Hourglass*.

Which would be a travesty because this *Wind Waker* sequel is looking brilliant. So far we've got to play various bits both in fields and on the water, and also in a dungeon.

Controlling Link is easy thanks to the DS touch screen. Everything is done using the stylus – you guide Link with it, tap enemies to kill them and launch items like the boomerang by drawing its trajectory. Like in *Wind Waker*, you navigate the seas in a boat (steam, not sail), and also like *Wind Waker*, it uses those ace cel-shaded visuals. Fingers crossed, it'll be another *Zelda* classic. **Kath** GM

MOST WANTED RATING 4

It's got the brilliant gameplay and beautiful visuals from *Zelda: Wind Waker* but it's a brand new game, with new puzzles and places to explore. What more can we ask for?

OUT: EARLY 2007 **FORMATS:** XBOX 360 **DEV:** CAPCOM **PUB:** CAPCOM
ONLINE: YES **WEB:** WWW2.CAPCOM.COM/LOSTPLANET **PLAYERS:** 1-4 (1-32 ONLINE)

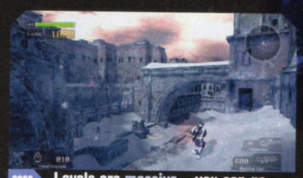
LOST PLANET™
EXTREME CONDITION

Now here's a game we want to get lost in!

Lost Planet has already proved itself to us in single-player but this month we got to check out multi-player as well. And it's just as icy, mech-manic and explosive as the single-player game, just with 32 players running around the snowy landscapes and underground caves instead of one man and a bunch of scary Akrids (big mechanical spider-like aliens).

Four different modes are up and running at the moment – Elimination, Team Elimination, Post Grab and Fox Hunt. In each, one of the most important things to do is to capture one of the intel posts scattered around each map. Once you've captured a post, you receive information on your radar on the whereabouts of your team and also your enemies. The grappling hook from the solo game is also put to use in multi-player for moving around quickly and accessing higher ground on the snowy surfaces.

The most fun is to be had with the Vital Suits – giant mech-like machines complete with heavy artillery armaments. They're not very mobile so you're an easy target, but lock one of the big guns onto someone and there's virtually no escape for them. Frankly, it's all looking lovely. **Kath** GM



Levels are massive – you can go anywhere you like.

Different Vital Suits are there for you to try out.

ICE FIGHT

One unusual multi-player mode is Fox Hunt, where one player is the 'fox' and gets points for surviving.

With up to 32 players on a map, it can turn into all-out mayhem.

There are tons of guns to try out, and also giant mech suits.

Of course, you might have massive guns but nothing's more effective than a stealthy head shot.

MOST WANTED RATING 4

This already tops-looking third-person shooter just gets better now we've had chance to play the multi-player. It's like a beautiful winter wonderland – filled with people and aliens who want to kill you.

OUT: OCT 20TH • DEV: ROCKSTAR LEEDS • PUB: ROCKSTAR
ONLINE: YES - DETAILS TBC • PLAYERS: 1 • FORMAT: PSP

grand theft auto
Vice City Stories

The ultimate in crime sprees returns to the PSP...

HANDS ON

PREVIEWER: Kath

HOW FINISHED? 2 3 4

CONTROLS
⊗ – Shoot
◎ – Jump
Ⓐ – Get in and out of vehicles
L1 – Aim gun
R1 – Reset camera

WE PLAYED IT AT...
Leipzig Games Convention

WHAT WE PLAYED
✔ Single-player missions
✔ Helicopter flying
✔ Motorbike riding
✘ Multi-player

HOW DOES IT PLAY?
The familiar *GTA* controls still work brilliantly – if you've played it before, you'll know.

ANY PROBLEMS?
It's initially a bit more fiddly to play on the PSP than PS2.

BEST BIT SO FAR
Tearing across the city in a stolen helicopter.

We're one month closer to owning *Vice City Stories* on PSP, and another month has meant another chance to see the game, this time getting to play three missions we've not seen before.

Rockstar's *Vice City Stories* takes place, unsurprisingly, in Vice City, but two years earlier than the original *Vice City*. That means the city is still on the up, and parts of it are poorer than in the PS2 version – trailer parks replace skyscrapers and the all-new 'Chunder Wheel' (like a less posh London Eye that you can ride) stands proud in the centre of the town. The main character is Vic Vance, the brother of Lance, a marine who seems to land himself in one shady situation after another.

The missions are longer and more fluidly linked than in *Liberty City Stories*. Our time with the game had us leaning out of a car being driven by another character – while he took care of the driving, we had to shoot out as many of the enemies trying to cut us up in cars as possible. Fail to get a certain amount (as we did – twice. It was tough) and you're blown up before you reach the end of the level. After that we had to chase after a boat by biking along the freeway running next to the water, ending the chase by pulling off a ramp stunt to land us on the boat itself.

Once aboard, we nipped below deck to retrieve some contraband, using the power of sniping to take out some of the bad guys from the top deck before they even saw us.

All in all, it should be another brilliant slice of *GTA* madness. GM

MISSIONS

Missions are longer, more fluid and more complex than ever. You'll go from gunning down gangsters from your car to chasing down boats and then taking to the sky in a helicopter. Nice!

Switch vehicles during missions.

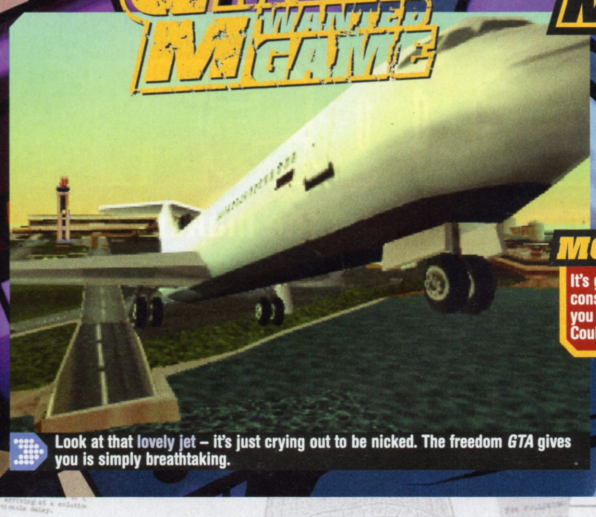
You can take to the water by jet-ski, boat or even just go for a swim.

NEED TO KNOW

WHAT IS IT?
It's got everything from the original *Vice City* and a whole lot more.

FACTS
- Sports a similar online multi-player mode to *Liberty City Stories*
- It's set in the 1980s and has a soundtrack to match the decade

FROM THE PEOPLE WHO MADE...
Midnight Club 3: Dub Edition.....92%
Grand Theft Auto: San Andreas.....98%



Look at that lovely jet – it's just crying out to be nicked. The freedom *GTA* gives you is simply breathtaking.

GM MOST WANTED GAME

GM VERDICT

GM LOVES
+ The graphics are amazing – it's going to be the best-looking PSP game yet

GM HATES
- We still don't know what modes are going to be in multi-player – and we want to know!

MOST WANTED RATING
It's got everything *GTA's* got on the big consoles and more. Like multi-player. If you own a PSP, you'd be mad to miss it. Could be the best PSP game yet!

5

CAN'T WAIT?
MOST LIKE: ....GTA: Vice City,
BIGGEST RIVAL: ..... GUN ..... Showdown (Nov)
OUT SOONER: Gangs London

OUT: NOVEMBER • FORMAT: PSP • OTHER FORMATS: NONE • DEVELOPER: GUERILLA • PUBLISHER: SONY
ONLINE: NO • WEB: WWW.YOURPSP.COM • PLAYERS: 1-2 (CO-OP), 1-6 (MULTI-PLAYER)

KILLZONE LIBERATION

Prepare yourselves! The PSP gets in the 'Zone...

We have to admit we had a few worries about *Killzone's* move to a third-person view, after the PS2 original's gritty first-person blasterama action.

But you know what? It works pretty well, giving a decent view of the action and allowing you to use scenery as cover to get the jump on the Helghast. The much-trumpeted squad management works splendidly, too, and giving orders to your buddies is simplicity itself.

'ZONE MOAN

But it's not perfect. Although the action is well-handled, the third-person view and pulled-out focus makes the on-screen characters utterly tiny. They're nicely detailed and animated, sure, but they're so small that we found ourselves squinting rather more than we liked.

However, we're sure it's something you get used to with time. Otherwise, this third-person riff on future warfare is coming along nicely. **Jes** GM

Looks nice, doesn't it? Sadly, when it's in the palm of your hand those soldiers require a magnifying glass to see properly. Well, not quite, but you get the idea.

NEED TO KNOW

WHAT IS IT?

A third-person take on the first-person shooter PS2 original.

FACTS

- Use a 'tactical command system' to order squad mates around
- 16 single-player missions and six-player multi-player fun

FROM THE PEOPLE WHO MADE...

Killzone.....87%
Shellshock Nam '67.....78%

CONTROL!

Ordering your 'buddy' around is dead simple. Tap ↑ and you'll see a number of on-screen targets – or just press ◎ to get him to follow you.

Just select a target with the D-pad to send your buddy to it.

GM VERDICT

GM LOVES

+ The effective comrade-ordering system
+ Decent multi-player support

GM HATES

- The tiny, tiny tiny characters – you have to squint a bit!

MOST WANTED RATING

The move to third-person action for Killzone makes this an interesting development, even despite the tiny on-screen combatants.

3

CAN'T WAIT?

MOST LIKE: .... Killzone, 78%
BIGGEST RIVAL: ... Metal Gear ..... Solid: Portable Ops(2007)
OUT SOONER:..... SOCOM 2

PC XBOX 360

OUT: 2007 • FORMATS: XBOX 360, PC • DEVELOPER: IRRATIONAL • PUBLISHER: 2K GAMES
ONLINE: YES • WEB: WWW.IRRATIONALGAMES.COM • PLAYERS: 1

BIOSHOCK

Scary stuff from the makers of *System Shock 2*...

The makers of highly acclaimed PC game *System Shock 2* have really set gaming tongues wagging with *Bioshock*, a spiritual successor to *System Shock* and a game that's looking truly next-gen brilliant.

Irrational are keen to do something completely different to your standard first-person shooter, so while it might look like an FPS – a stunning looking one, but still an FPS – it doesn't play like one. Some of the first life you encounter are a giant, menacing creature decked out in old fashioned diving gear and his 'little sister', a small, innocent-looking girl. Leave them alone and they'll ignore you; pull out your gun and they'll get twitchy with the little girl hiding behind her big brother. That's how the *Bioshock* world works – it's inhabited with creatures, some unfriendly but most just going about day to day life. However, you'll need to kill some of them to progress. Later on we played a section where you could set one of your enemies onto the little girl, prompting big brother to attack and kill your enemy for you. Bullets and weaponry are limited in this game so you need to think creatively, not just steam in all guns blazing, hoping for the best.

All of this takes place in a stunning underwater metropolis setting that has to be seen to be believed. It looks like *Half-Life 2* and *Halo 3* might be set to meet their match... **Kath** GM

NEED TO KNOW

WHAT IS IT?

A horror-tinged game that takes place in a strange underwater world...

FACTS

- You can enhance your character with 'plasmas', which give you abilities to run fast and mimic other creatures
- Non-linear world to explore

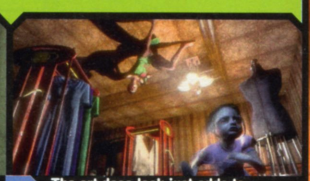
FROM THE PEOPLE WHO MADE...

Freedom Force.....84%
System Shock 2.....91%

WATER WORLD

Bioshock's setting is a thing of beauty. The under-the-water utopia is caving in and water leaks and pools all over the 50s-styled world. Art deco visuals mix with genuinely disturbing creatures to assault your eyes with both beauty and horror.

Bioshock is truly scary with mad, skewed people roaming around.



The art deco look just adds to alternative feel of an aquatic world.

A whole host of scary-looking people inhabit *Bioshock* – this freaky sprog is a 'little sister', accompanied by her hulking 'big brother'.

GM VERDICT

GM LOVES

+ It looks amazing. Surely has the most realistic water ever
+ Completely original

GM HATES

- Fans of running and gunning are going to be in for a shock with a two-bullet gun

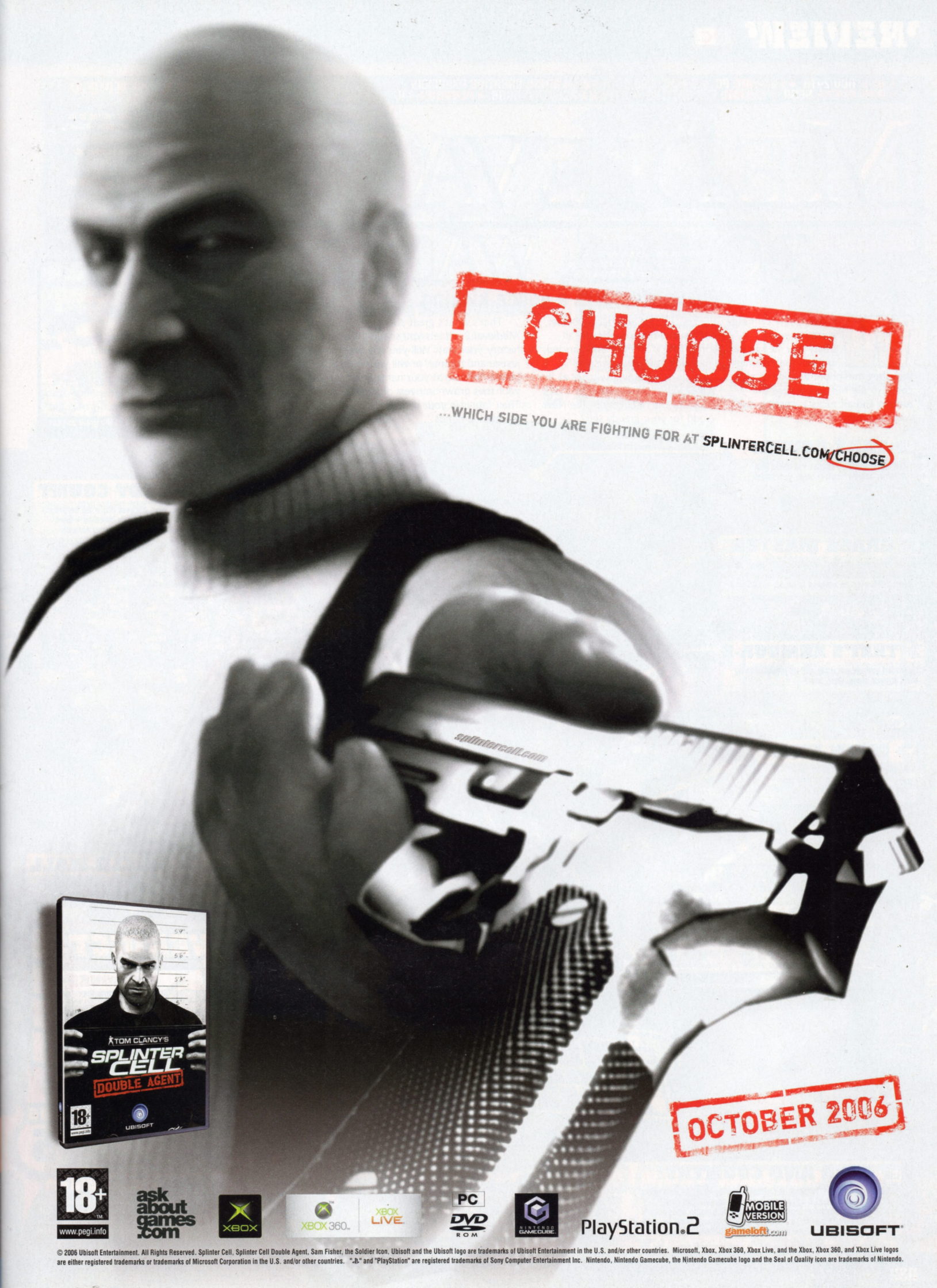
MOST WANTED RATING

Once you've seen this game you'll want to play it – that's a promise! The way creatures interact with their environment and react to you is amazing to see.

5

CAN'T WAIT?

MOST LIKE: . System Shock 2
BIGGEST RIVAL: ..... Halo 3
OUT SOONER:..... Gears Of ..... War(Nov 17th)



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XBOX

XBOX 360 XBOX LIVE

PC DVD ROM

NINTENDO GAMECUBE

PlayStation.2

MOBILE VERSION gameloft.com

UBISOFT

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OUT: NOV 24TH • FORMAT: PC • PRICE: £39.99 • DEVELOPER: CREATIVE ASSEMBLY
• PUBLISHER: SEGA • ONLINE: ERA BATTLES • OTHER FORMATS: NONE • PLAYERS: 1-4

MEDIEVAL II TOTAL WAR

The olde worlde gets a goode kicking...

Whisper a few calming words in your trusty war steed's ear and tell the Pikemen that they must hold the line at all costs, or die trying, because the ruck to end all rucks is coming our way once again!

Yes, *Total War* is back – bolder, badder and more deliciously all-consuming than ever. Ever fancied launching your own personal Crusade? Or burning witches at the stake? What about taking *all* the credit for the discovery of the New World for your greedy self?

That's what's great about *Medieval 2* – it lets you shape history *your way*. Will you rule with justice and honour, or will your own people tremble at your name and your foes drown in rivers of blood? Their fate is in your heavily gauntleted hands... **Rob** GM

NEED TO KNOW

WHAT IS IT?

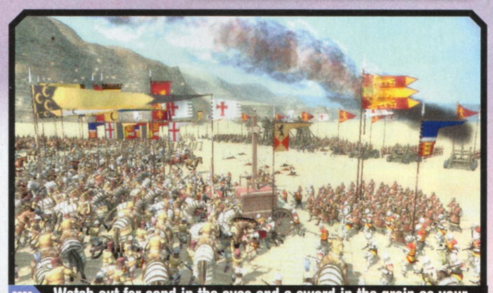
RTS supreme *Total War* returns to its medieval roots for more papal-bashing.

FACTS

- Up to 10,000 troops on screen at once
- Over 200 new unique units
- Explore the uncharted Americas for the first time!

FROM THE PEOPLE WHO MADE...

Rome: Total War 93%
Spartan: Total Warrior 80%



Watch out for sand in the eyes and a sword in the groin as your hordes head east in search of slaughter...

TAKE COVER!

The lay of the land shapes the battle like never before, so don't knacker yourselves charging up hills...

BODY COUNT

Dead foes' corpses littler the battlefield and troops become bloodied – there are literally thousands on screen!

GRASS MASTER

Look at all that luscious vegetation! It ramps up the realism and really makes battles comes alive... it'll soon be covered in blood, mind.

THAT'S ARMOUR-E

Upgraded and unique units will be identifiable by their armour alone. Neat, huh?

MAIN MAN

Protect your general at all costs – if only to listen to his fancy new pre- and post-battle speeches

SHIELD WALL

Notice all those different shield designs? Unlike Rome, no two soldiers look alike...

RAMP IT UP!

Castles are a top idea when it comes to protecting your border towns, since they enable you to raise huge armies in relatively few turns...

GM MOST WANTED GAME

KING AND COUNTRY!

For those of you who can't be bothered wading though 1,000 years of history, *Medieval 2* will also let you play one-off historical battles. Take control of legendary leaders like Saladin and Richard the Lionheart (this fella!) as you slaughter your way from the axes and chainmail of Hastings to the guns and pikemen of Pavia...

GM VERDICT

GM LOVES

+ Assassinating the Pope!
+ Routing armies, then executing captives!

GM HATES

- No first person troop mode
- Issuing orders can be fiddly...

MOST WANTED RATING 5

Genocidal dictators and chivalrous generals alike will all find something to love here. Totally astounding in every possible way...

CAN'T WAIT?

MOST LIKE:..Alexander, 76%
BIGGEST RIVAL:...Rise & Fall: .....Civilisations at War 68%
OUT SOONER:War Chiefs (Nov)

OUT: NOVEMBER • FORMAT: PS2 • DEVELOPER: CYBERCONNECT 2 • PUBLISHER: ATARI
ONLINE: NO • WEB: HTTP://NARUTO.NAMCOBANDAIGAMES.COM • PLAYERS: 1-2

NARUTO ULTIMATE NINJA

A strong showing from this cel-shaded smackdown!

One way you can tell that Ninjitsu is the coolest martial art on the planet is that its practitioners have been awarded their own noun – much to the envy of kung-fu fighters, karate, erm, players, and judo, uh, folks. Cough. The other indicator is the sheer weight of ninja-themed games available. Tap the n-word into any games search engine to receive more hits than Pete Doherty on payday. And why not, given the huge number of us fully prepared to part with our pennies to practice the art.

Next up is *Naruto: Ultimate Ninja*. For the uninitiated, Naruto is the titular hero of a hugely successful Japanese anime. The game follows the 12 year-old genin (see, even ninja trainees have their own word) on his journey up the rankings. The action revolves around one-on-one, heavily combo-based battles, which take place in a world with somewhere between two and three dimensions. Let's call it 2.5D for now.

It certainly looks good, with stylish cel-shaded in-game graphics and fantastic cut scenes. Although we've haven't seen much originality in terms of the gameplay, it's likely to provide nothing but delight for anime aficionados, ninja fans and lovers of old school beat-'em-ups.

The fighting system is quite simple – see 'Rumble!' – but *Power Stone*-style items can be used for extra smackage. All in all, *Ultimate Ninja* looks to be a very promising debut for anime's latest star. **Ross** GM

"LIKELY TO PROVIDE NOTHING BUT DELIGHT"

NEED TO KNOW

WHAT IS IT?

A one-on-one beat 'em up based on combos, character-specific abilities and grabbing help items.

FACTS

- Naruto started life in 1999, appearing in an issue of *Weekly Shonen Jump*
- There will be 12 playable characters with back stories to explore
- Combos feature heavily as single attacks have little effect on your opponents

FROM THE PEOPLE WHO MADE...

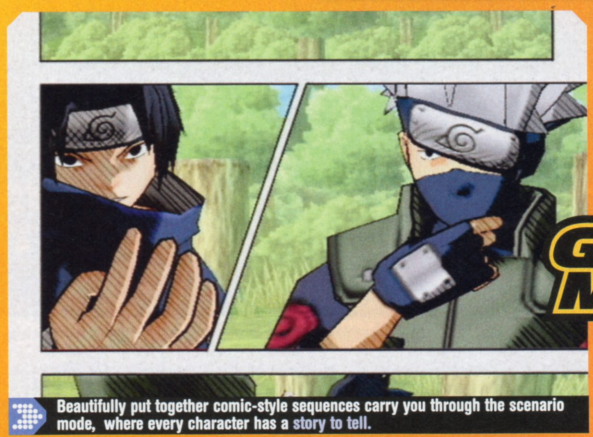
.Hack Quarantine.....79%
.Hack Outbreak.....71%

RUMBLE!

The fighting system in *Ultimate Ninja* is simple but works well. There are only two attacks per character – a basic and a special – but when combined with D-pad movements there are many ways to open several cans of whoop-ass on your unsuspecting opponents.

Shikamaru and Sakura square up in traditional 2D style.

Nail a classy combo and then swim in your own smuggery.



Beautifully put together comic-style sequences carry you through the scenario mode, where every character has a story to tell.

GM VERDICT

GM LOVES

+ Sweet cel-shaded looks.
+ New combos to keep your thumbs busy

GM HATES

- Certainly glitters, but will the gameplay strike gold?

FIST FURY!

The combos are relatively straightforward but get one right and your opponent's energy bar is going down, down, down.

This special combo attack begins with a close-up of one angry face.

Colourful cuddly animation or not, this is still gonna hurt.

Special abilities and power-ups are the best way to cause some pain.

Looks like there's more in the tank; Naruto shows no sign of letting up!

MOST WANTED RATING 3

Great looks, with plenty of character development to tie in with the TV series, but ninja games need to offer a lot to stand out from those already available.

CAN'T WAIT?

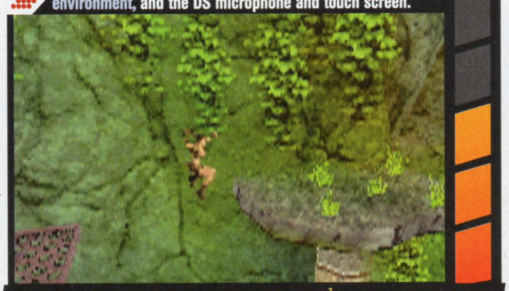
MOST LIKE: .....Dragon Ball: .....Budokai Tenkaichi
OUT SOONER:....Tekken: Dark .....Resurrection

TOMB RAIDER LEGEND

• OUT: AUTUMN • DEV: CRYSTAL DYNAMICS • PUB: EIDOS DS

Lara will be following up *Legend's* success elsewhere with a DS version that promises to make full use of the handheld's nifty features. The gameplay will alternate between 2D and 3D, and mini-movies are being rendered to tell the story – which will follow our heroine's globetrotting search for an ancient English artifact. Promising stuff. **Geraint**

Emphasis is being placed on interaction with the environment, and the DS microphone and touch screen.



MOST WANTED RATING 3

The previous release of *Legend* scored 88% in *GM*, but the DS enforces innovation so expect an entirely new experience on the humble handheld.

MARVEL: ULTIMATE ALLIANCE

• OUT: AUTUMN • DEV: VICARIOUS VISIONS • PUB: ACTIVISION
PS2 XBOX GBA PC PSP 360 PS3 Wii

This action RPG will let you assemble a strike team of comic book heroes, including Spider-Man, Elektra and Wolverine, while using the same game mechanics as the superb *X-Men Legends* games. Excelsior! As Stan Lee likes to say. **Rob**

Look at that! A crack team with The Thing, Captain America, Spider-Man, Jean Grey and Thor. Cripes!

MOST WANTED RATING 3

Trailers and screenshots look nice, but in-game footage is rather elusive. It'll take a bit more to tempt us off this fence. Although a free Spider-Man outfit would do it.

YOSHI'S ISLAND 2

• OUT: DECEMBER • DEV: NINTENDO • PUB: NINTENDO DS

Yoshi's first solo DS effort will hit the shelves on December 1st. In the sequel to the 1996 SNES hit we'll see the dependable dinosaur struggling to save a bunch of kidnapped kids. He'll do this by assembling a crack team of babies – admittedly an odd choice – but luckily it's made up of infant versions of Mario, Peach and Donkey Kong. To the rescue! **Ross**

In the main, the game will treat the dual screens as one, laying a perilous path for poor Yoshi to navigate.

MOST WANTED RATING 4

New Mario Bros. has shown that 2D platformers can still slice the mustard. Since it's right in the centre of Nintendo's comfort zone, this one's a pretty safe bet.

OUT: NOV **FORMATS:** XBOX 360, PS3 **DEVELOPER:** UBISOFT **PUBLISHER:** UBISOFT
ONLINE: CO-OP AND VERSUS **WEB:** WWW.RAINBOWSIXGAME.UK.UBI.COM/VEGAS/ **PLAYERS:** 1-4 (CO-OP) 1-16 (ONLINE)

Tom Clancy's RAINBOW SIX VEGAS

Rainbow Six hits the strip...

As well as giving us top new games like *Bioshock* and *Assassin's Creed*, the next-gen consoles are going to breathe new life into tried and slightly-tired franchises like *Splinter Cell* and *Rainbow Six*, which are both brilliant but waning a bit on the current generation of consoles.

Rainbow Six Vegas is a prime example. Playing it on the Xbox 360 this month has us convinced that the next-gen hardware, Vegas setting and skyscraper-rappelling action mean this is going to rock. The basic gameplay is the same as ever – you loosely command a team consisting of three other 'rainbows'. You don't need to mess around too much with strategy – it's more a case of selecting a door and telling someone to kick it in then kill everyone on the other side.

You're on a mission to kill terrorists who have taken over various buildings in Vegas and rescue hostages. You've got all the usual weaponry and gadgets to help you do that – explosives, guns and an all-new camera that lets you peak underneath doors at what's on the other side.

It's an amazing-looking game. Every headshot looks real and the range of new gadgets and game modes will keep *Rainbow Six* fans more than happy. There's not long to wait either – you can hit Vegas, quite literally, in just a couple of short months. **Kath** GM

NEED TO KNOW

WHAT IS IT?

It's *Rainbow Six* set in Vegas, baby. It's got plenty of casino-based shooting.

FACTS

- It'll be the first game to use the newly announced Xbox 360 camera and let you put your face in the game
- Four-player co-operative fun

FROM THE PEOPLE WHO MADE...

Ghost Recon Advanced Warfighter.89%
Rainbow Six: Lockdown.....80%

"THE NEXT-GEN HARDWARE AND VEGAS SETTING MEAN THIS ROCKS"

FACES OF WAR

Creating your team goes beyond anything in previous *Rainbow Six* games. You can choose their clothes, the weight of their body armour, specialities, guns and exactly how their face looks.

You can design every last detail of your team, down to battle scars.

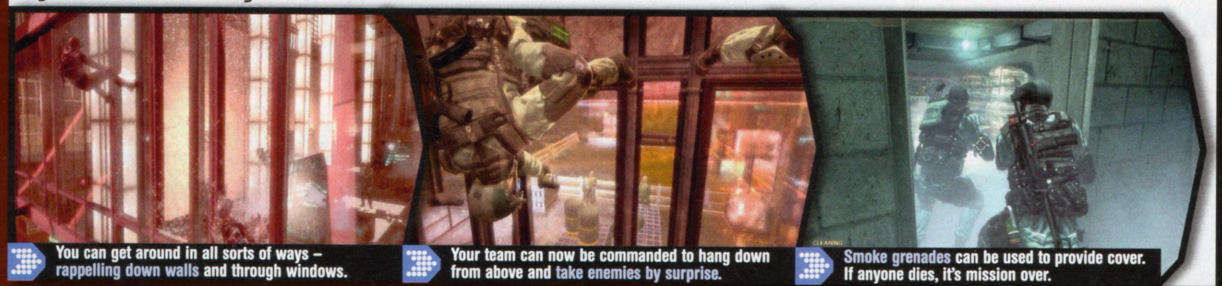
If you don't like the men on offer, you can import your own face!

Your team can be fine-tuned down to the number of grenades they carry.

The ladies aren't left out – you can design a Rainbow woman!

ACTION MEN

Your squad can do everything they've ever been able to do in previous *Rainbow Six* games – breaching, clearing and blowing up everything in sight. Plus a few extra things...



You can get around in all sorts of ways – rappelling down walls and through windows.

Your team can now be commanded to hang down from above and take enemies by surprise.

Smoke grenades can be used to provide cover. If anyone dies, it's mission over.

BRIGHT LIGHTS OF VEGAS

The game takes place in Vegas – certainly more interesting than the series' usual criminal hideouts and remote villages. The millionaires' playground has become the terrorists' playground – and they're not armed with champagne and poker chips...

It wouldn't be *Rainbow Six* without a helicopter that you can lean out of.

You also fight the terrorists on rooftops and in alleyways.

The rifle zoom lets you separate the terrorists from the craps tables.

You can tell this is a next-gen game. Look at it!

GM VERDICT

GM LOVES

+ The gory combat
+ The visuals – Vegas looks stunning and the combat is super-realistic

GM HATES

- It's still the same *Rainbow Six* formula just with better AI and visuals

MOST WANTED RATING

Vegas will be a top notch PS3 launch title both on and offline and yet another great shooter for Xbox 360. The visuals will blow you away...

4

CAN'T WAIT?

MOST LIKE: .....Rainbow Six: Lockdown, 80%
BIGGEST RIVAL:Call Of Duty 3
OUT SOONER:.....Ghost Recon

The Darkness

OUT: MARCH 2007 • **DEVELOPER:** STARBREEZE • **PUBLISHER:** TAKE TWO • **FORMAT:** X360, PS3
WEB: WWW.THEDARKNESSISSPREADING.COM • **ONLINE:** YES • **PLAYERS:** 1-8

In this game, *you're* what goes bump in the night...

Jackie, the toughest game hero ever to be named after a girls' mag, is a troubled mob member who would have been long dead by now if it wasn't for his curse – when he's in the dark, a pulsating, mystical parasite known as The Darkness takes over.

The terrible powers this entity possesses turn what would be 'just' a slick first-person shooter into a thrilling game of cat 'n' mouse, as you race to shoot out artificial light sources during combat in order to create your own shade and tap into your new abilities. As you progress and learn to control The Darkness, you pick up new skills – you can detach a tentacle and send it off to attack unseen enemies, and you can fire out a giant demon arm which can throw around cars and skips.

Later on, you can even conjure up a black hole which sucks up everything nearby, and then spits it back out! Which is handy.

Cinematic and chilling, you can burn through the levels like a maniac if you want, but in every level there are different routes to your goals, each one focusing on a different aspect of your abilities. A very promising next-gen shooter, this – but those hoping for an appearance from Justin Hawkins and his glam-rockin' pals will be disappointed. **Alex** GM

HELPERS

When you see a 'spark' in the environment, there's evil that can be sucked out. Hold down the left bumper and you'll create a Darkling, as seen below! These comical gremlins come in 12 shapes – some are scavengers, others murderers. Some can operate machines and others can unlock doors.

What's a Darkling's favourite NFL team? The Washington DEADSKINS!

The Darklings don't really go for paracetamol. "Waste of money."

NEED TO KNOW

WHAT IS IT?

FPS from the *Riddick* boys based on a bloody and violent Top Cow comic.

FACTS

- Storyline penned by Marvel Comics writer Paul Jenkins
- Multi-player mode. Play as the Darklings!

FROM THE PEOPLE WHO MADE...

Enclave.....Not reviewed
The Chronicles of Riddick.....84%

Finding a parking space is easy when you own a giant spiky demon arm. But you don't, do you?

GM VERDICT

GM LOVES

+ Throwing huge objects around is a 'hoot'
+ The aiming system is really fluid

GM HATES

- AI is a bit suspect at this stage
- Might not be that long. Maybe a bit easy?

MOST WANTED RATING

Solid controls, a gritty New York and a very responsive dynamic ambient lighting system makes this a joy to play. We can't wait to spook out the locals.

4

CAN'T WAIT?

MOST LIKE: Half-Life 2, 96%
BIGGEST RIVAL:.....Shadowrun
OUT SOONER:..... Resistance: .....Fall of Man (2007)

Splinter Cell: Double Agent

OUT: OCTOBER 20TH • **DEV:** UBISOFT • **PUB:** UBISOFT
FORMATS: PS2, XBOX, X360, PC, CUBE

Jailbird Sam Fisher swaps terrorist cells for the prison type...

He may be ancient enough to qualify for a bus pass, but one look at *Splinter Cell: Double Agent* is enough to prove that the legendary Sam Fisher is more agile than ever. We're talking Herculean feats like skydiving from 10,000 feet, braving the icy Arctic Ocean, sailing down a zip-line or shimmying along ledges – and that's literally all within the first five minutes of play!

Gun combat is as hit-and-miss as ever, with Sam's aim about as steady as an England penalty taker in the World Cup. But then *Splinter Cell is* all about the sneaking, so if you go easy on the analogue and stick to the shadows you'll be able to eliminate the opposition so quietly even your *victims* won't know they're dead.

Considering *Double Agent* is stealing about at the cutting edge of stealth gaming, Sam doesn't feel anywhere near as intuitive to control as – say – Scott Mitchell, the wall-hugging hero of *Advanced Warfighter*. And that's a pity, especially when the success of a mission often hinges upon the tiniest of errors.

But we're liking all those new choices being a double agent will bring, and we're going to be forced to make some drastic decisions. With daughter Sarah pushing up the daisies, Fisher's morals are out of the window! It's payback time, and we can't wait to dispense some fancy new jailbird justice... **Rob** GM

NEED TO KNOW

WHAT IS IT?

All-American hero Sam Fisher turns double agent. Lie. Kill. Sabotage.

FACTS

- Double agent gameplay – play both sides and swap between NSA and terrorist objectives
- Upgradeable weapons and gadgets like improved night vision, pistols and rifles

FROM THE PEOPLE WHO MADE...

Splinter Cell: Chaos Theory.....93%
SC: Pandora Tomorrow.....90%

Slit his throat *after* you've given him a Chinese burn. Ouch!

C'mon pal, give me a hand. Oops! That wasn't meant to happen...

Drag enemies underwater and stab them through the heart. Nice.

GM VERDICT

GM LOVES

+ Sam's new haircut. Suits him
+ Flirting with the dark side

GM HATES

- Controls aren't the smoothest
- A trust meter? Iffy

MOST WANTED RATING

Fisher's already got the grey hair, and now he's about to take *Splinter Cell* into a majorly grey area. Half good guy, half bad guy, trying to keep both sides sweet...

4

CAN'T WAIT?

MOST LIKE: .....Splinter Cell .....Chaos Theory, 93%
BIGGEST RIVAL: ..... Snake Eater, 95%
OUT SOONER:.....MGS4 (2007)

Pretty much any wall can be scaled, although if people see you doing it, they'll stop and stare.

OUT: 2007 **DEV:** UBISOFT **PUB:** UBISOFT
FORMATS: PS3, X360 **WEB:** ASSASSINSCREED.COM

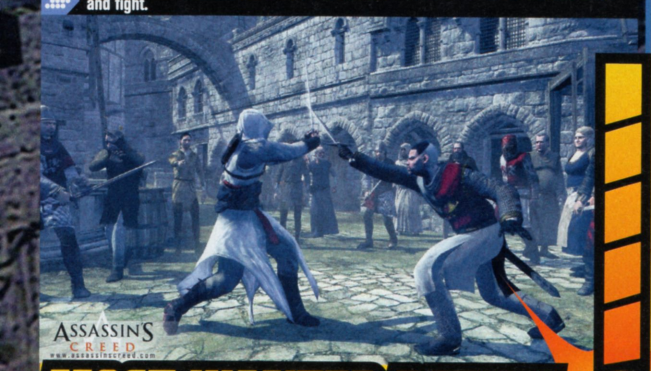
ASSASSIN'S CREED

Play an assassin in ye days of old...

Assassin's Creed sees you playing as a mysterious member of an assassin sect. Using 'social stealth', you need to move through crowds to get your targets. Showing off your impressive climbing and swinging skills and running across rooftops gets people looking at you, which isn't what you want.

From riding your horse to swinging around *Prince Of Persia* style, this is looking absolutely beautiful; full of depth and detail and vastly, wonderfully different to the stealth games that have gone before it. **Kath** GM

You'll normally want to run away from trouble, but sometimes you'll have to stop and fight.



MOST WANTED RATING 5

Like *Prince Of Persia* crossed with *Thief*. The spectacular visuals and unique gameplay ideas combine to make something that looks properly next-generation. Amazing stuff.

OUT: OCTOBER **DEVELOPER:** KROME STUDIOS **PUBLISHER:** VIVENDI
FORMATS: PS2, XBOX, GAMECUBE, GBA, DS **WEB:** WWW.SPYROTHEDRAGON.COM

The Legend of SPYRO A New Beginning

A darker shade of purple for Spyro...

The *Spyro* series has seen mixed success over the years, but this game certainly whiffs of increased ambition. Along with the title ('*Legend*' eh? Hark at you!), the casting also suggests that Krome are trying to breath some real fire into the series. No less than the Shire's poshest-sounding hobbit, Elijah Wood, will be playing Spyro, and Gary Oldman is also set to star – hopefully as some creature of purest evil.

The game itself will be more heavily combat-based and feature upgradeable fighting abilities. It will tell the story of Spyro's roots in what promises to be a deeper, darker adventure for our little purple pal. Don't expect a purple-themed version of *Condemned*, of course, as being darker than the *Spyro* back catalogue isn't much of a challenge. Nevertheless, this looks interesting. There's a danger of making something too in-depth for current *Spyro* fans but too innocent for adult gamers, but hopefully Krome can walk the line and give us all a treat. **Ross** GM

COMBAT!

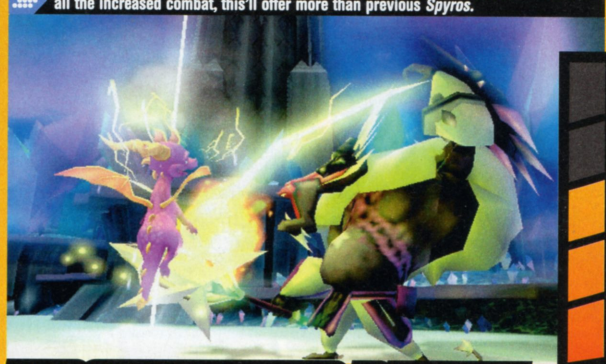
And he used to be such a nice boy. Spyro has serious anger issues, and perhaps we're about to find out why...

Spyro is becoming more heavily combat-based than ever before.

Souping up your fighting abilities means Spyro moves for nobody.

Fire-breathing upgrades have serious results.

Its not just Spyro who's looking meaner. Take a look at this guy! We reckon with all the increased combat, this'll offer more than previous *Spyros*.



MOST WANTED RATING 3

Worth watching out for, and *Legend* should be a long-overdue revitalisation for the purple one, but this may end up ditching what a lot of younger gamers love about the series.

THE HORROR!

Fans of gory TV thrillers will have plenty to enjoy here, and all in next-generation high-definition glory. *Resident Evil 5's* going to have to go some to better it...

Frankly, Mr. Shankly, it's bleedin' lovely to look at. If rather scary.

We'd choose being alone in the dark over dangling off a statue.

OUT: AUTUMN **PUBLISHER:** ATARI **DEVELOPER:** EDEN **FORMATS:** XBOX 360, PS3, PC **ONLINE:** NO
WEB: WWW.ATARI.COM **PLAYERS:** 1

ALONE IN THE DARK™

Mum? Are you there? Aieeee!

Alone in the Dark is shaping up rather nicely if these screenshots from Leipzig are any indication. It has been confirmed for PC, Xbox and PS3 and and promises episodic gaming, drawing its inspiration from TV drama series as opposed to the world of film.

The gameplay will be provided in 30-40 minute chunks that all end with a cliffhanger. Each time you load you'll be faced with a quick video summary to reinforce the TV feel. In truth, this sounds slightly pointless, because you couldn't have missed the previous episode's events and might just find the recap irritating. Still, we're ready to reserve judgement given the game's wider promise.

With the emphasis on environmental interaction and imitating real-world physics, it looks like the series is making a serious attempt at regaining its past glories. **Ross** GM

Word of advice: using cheap barbers is a false economy. And if the barber of Seville shaves every man who doesn't shave himself, who shaves the barber?

MOST WANTED RATING 4

We need to see a lot more before making a final decision, but there's no doubting its good looks. Whether the TV-style episodic action will work remains to be seen.

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PS2 Game Title:	Price:
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Tiger woods 07

Splinter cell : DA

PS2 Game Title:	Price:
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TIGER WOODS 2006	£17.99
THIS IS FOOTBALL 2005	£9.99
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TOP SPIN TENNIS	£14.99
OUTLAW TENNIS 2	£14.99
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Spyhunter: NTR

Tomb Raider

Dead rising

Splinter cell : DA

Pro evo 6

360 Game Title:	Price:
HITMAN BLOOD MONEY	£29.99
DEAD RISING	£39.99
SPLINTER CELL DOUBLE AGENT	£39.99
TIGER WOODS 2007	£39.99
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Splinter Cell : DA

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Tekken : DR

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Tiger Woods 07

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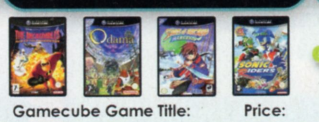

Gamecube Game Title:	Price:
ODAMA	£19.99
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SONIC RIDERS	£9.99
SONIC MEGA COLLECTION	£9.99
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ANIMANIACS: THE GREAT EDGAR HUNT	£12.99
DONKEY KONGA + BONGOS	£24.99
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Game Title:	Price:
DRIVER PARALLEL LINES	£9.99
DREAMFALL: THE LONGEST JOURNEY	£21.99
GHOST RECON WARFIGHTER	£19.99
FIFA STREET 2	£19.99
THE GODFATHER	£29.99
BLACK	£29.99
DRIVER PARALLEL LINES	£14.99
KING KONG	£9.99
FABLE	£5.99

Game Title:	Price:
ASTRO BOY	£9.99
F-ZERO GP LEGENDS	£9.99
GUNSTAR SUPER HEROES	£9.99
BOKTAI 2: SOLAR BOY	£12.99
POKEMON FIRE RED	£24.99
POKEMON EMERALD	£24.99
POKEMON LEAF GREEN	£24.99
MARIO VS. DONKEY KONG	£24.99

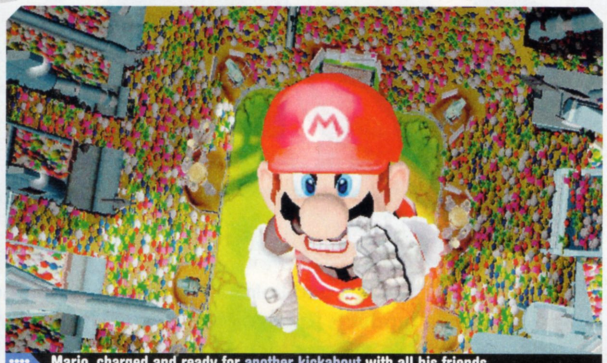
Wii

Want to know how the latest Wii games play? Of course you do!

Wii fever is starting to take over the *GM* office. A release date announcement is imminent and we've ramped up the repetitions of our wrist exercises in preparation for all that shaking, swinging and waggling of the Wii remote that games like *Zelda, Mario Galaxy* and *Battalion Wars* are going to call for.

We've also been lucky enough to play more Wii this issue. Along with announcing *Battalion Wars 2* and *Mario Strikers Charged* for the Wii, Nintendo let us play both games, along with lots of others. In *Red Steel* you can line up your crosshairs on an enemy, using the Wii controller like a light gun, and physically sword slash your enemies with the Wii remote. Meanwhile, *Wii Sports* has you taking shots with the remote, using it as a golf club, tennis racket and baseball bat.

Nintendo has taken a gamble with the new controller. We'll have to wait and see if it pays off with every game on Wii, but our impressions of this first batch of games are good; we want to play more! Next issue we'll have everything on the release date and the launch line-up to make you Wii-ally excited. Let the countdown begin!



Mario, charged and ready for another kickabout with all his friends from the Mushroom Kingdom.

■ OUT: TBC ■ DEVELOPER: NINTENDO
■ PUBLISHER: NINTENDO ■ PLAYERS: 1-4

MARIO STRIKERS CHARGED

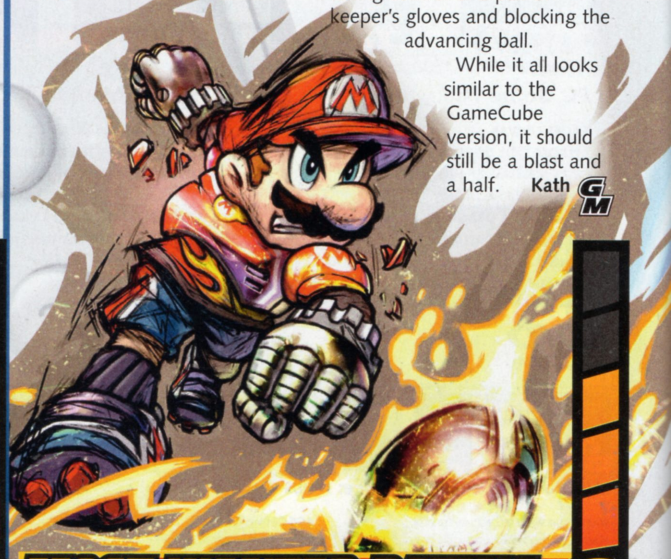
It's a-me, soccer-playing Mario!

Nintendo's second new Wii game announcement this month, alongside the mighty *Battalion Wars 2*, was *Mario Strikers*. You get to play as a whole range of Mario universe characters, plus collect power-ups (inbetween booting a football around the pitch) which do all sorts to help you score a 'mama mia!' inducing goal.

The controls aren't too different from the GameCube version. You still move around the pitch using the analogue stick, pass the ball and swap players with the A button and shoot with B. What is different is tackling – now you have to shake the remote to tackle a player. It works quite well, doing something physical with the controller to pull off a sliding tackle.

Another brand new feature is the power shot. Holding down the B button for three seconds pulls off a power shot. If it's planted on target, the game switches to a quick little mini-game where your opponent needs to defend their goal by taking control of a pair of keeper's gloves and blocking the advancing ball.

While it all looks similar to the GameCube version, it should still be a blast and a half. **Kath** GM



MOST WANTED RATING 3

We love *Mario Strikers* and this is going to be sure-fire fun, especially with four players taking part in one match. It's not looking like a big advancement on the original GameCube game, though.

■ OUT: PROBABLY WII LAUNCH ■ DEVELOPER: NINTENDO ■ PUBLISHER: NINTENDO
■ PLAYERS: 1-4 ■ ONLINE: NO ■ WEB: WWW.NINTENDO.COM

WII SPORTS

Practice your putting, tackle your tennis backhand...

Three games have been confirmed for *Wii Sports* so far, although there could well be more in the finished creation. Tennis, golf and baseball are what make up the game at the moment, each very different but with the same cartoony visuals.

The Wii controller is in its element with sports games. On no other console can you grasp your controller with both hands and swing it like a golf club (making sure the attached safety cord is firmly round your wrist first of course. We don't want any accidents).

Golf probably works best at the moment. Choose your direction with the D-pad then hold down the A button and swing the Wii remote to smack the ball (you can take practice shots when the A button isn't held). Tennis is fun as well – especially as up to four players will be able to play a game of doubles. It's simplistic – you don't control your movement, just the shots. The remote can detect how fast you're swinging, so registers shots accordingly and you can pull off all manner of backhands and lobs.

Finally, and of less interest to us gamers on the non-American side of the pond, there's baseball. The hardest of the lot to play – perhaps because we've only held a baseball bat once and that was for a comedy photo shoot – you simply swing the controller. No need for buttons – it's all about accuracy and power. **Kath** GM

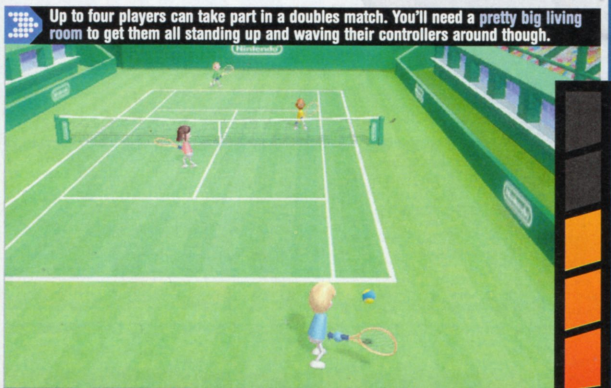
SPORTY!

There are no less than three Wii Sport games so far but more might be added. *Wii Boxing*, anybody?

You might have got the hang of teeing off but then there's putting.

Baseball's just easy – swing as hard and fast as you can and that's it!

And look! The whole family can play. Nice trousers.



Up to four players can take part in a doubles match. You'll need a pretty big living room to get them all standing up and waving their controllers around though.

MOST WANTED RATING 3

It'll have you playing sports like never before on a games console. *Virtua Tennis* and *Tiger Woods* might be safe in the knowledge that this is 100% less realistic than them, but this super-fun nonetheless.

Controlling your *Battalion Wars* tank is easy. Just point the Wii remote in the direction you want to go and who you want to shoot at then hit fire!

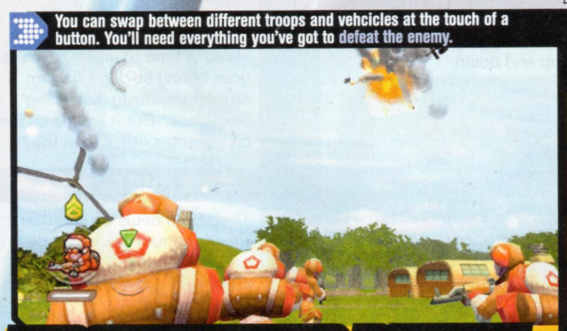
■ OUT: TBC ■ DEVELOPER: NINTENDO
■ PUBLISHER: NINTENDO ■ PLAYERS: 1-2

BWii BATTALION WARS 2

Tanks for another new Wii game!

Controlling *Battalion Wars* is easy. You move using the analogue stick, jump by shaking the nunchuck and roll by tilting it left and right. Multi-taskers can jump left or right by shaking the nunchuck too. Meanwhile, your other hand is controlling which direction you're looking and aiming in.

We've played both multi-player and single-player and both are shaping up to be brilliant, if pretty tough in single player at the moment. A very promising sequel. **Kath** GM



You can swap between different troops and vehcicles at the touch of a button. You'll need everything you've got to defeat the enemy.

MOST WANTED RATING 4

New land and naval units, bigger levels and three online multi-player modes (assault, skirmish and co-op) mean this is going to be bigger and better than the GameCube original.

■ OUT: WII LAUNCH ■ DEVELOPER: SEGA ■ PUBLISHER: SEGA
■ PLAYERS: 1-4 ■ ONLINE: NO ■ WEB: WWW.SEGA.COM

SUPER MONKEY BALL BANANA BLITZ

Monkey see, monkey new!

Sega have always been experimental when it comes to *Super Monkey Ball*. It's had touch-screen control on the DS and been turned into a platformer in *Super Monkey Ball Adventure*. So an outing on the Wii, complete with tilt controls only, doesn't surprise us one bit.

Wii *Monkey Ball* is pretty traditional on the surface. There are 200 brand-new challenge floors to try and roll your monkey safely through as well as mini-games old and new. The main new addition is the tilt controls – you tilt or turn the remote in the direction you want to tilt the floor. This is tough – very tough. Our first 30 or so goes on the game resulted in our monkey falling off the edge of the world, and that was stage one.

However, gently tilting the controller soon becomes second nature and even, amazingly, more intuitive than an analogue stick. It's like your hand is moving the floor instead of your finger on a stick.

Another new ability is being able to jump. Hitting the A button launches your monkey into the air and over the new obstacles and walls levels now include. It's a monkey revolution, of sorts – one we *definitely* want to get in on. **Kath** GM

GAMES!

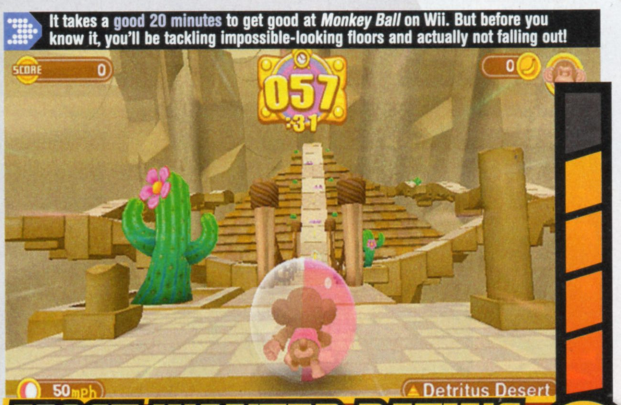
As well as there being over 200 challenge floors, there are all the monkey mini-games we know and love.

Floors now have new obstacles to jump into and over.

The monkey hammer throw will have you lassoing your remote.

Monkey Race returns with new controls.

It takes a good 20 minutes to get good at *Monkey Ball* on Wii. But before you know it, you'll be tackling impossible-looking floors and actually not falling out!



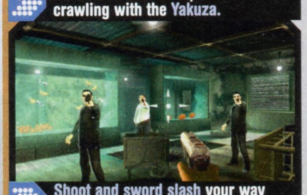
MOST WANTED RATING 4

It's looking better than a baby monkey beauty pageant and the Wii remote offers a level of control you'll absolutely hate... then love! Mini-games include classics like Monkey Target and all new games too.

LOOKS!

Red Steel is looking better by the day. It's not quite another lovely looking *Rainbow Six: Vegas*, but the streets are very nicely lit with bright neon signs, streetlights and tons of interactivity, like blowing up cars. Boooom!

No time to admire Japan. It's crawling with the Yakuza.



Shoot and sword slash your way past enemies like these.

■ OUT: WII LAUNCH ■ DEVELOPER: UBISOFT ■ PUBLISHER: UBISOFT ■ PLAYERS: 1-2

RED STEEL

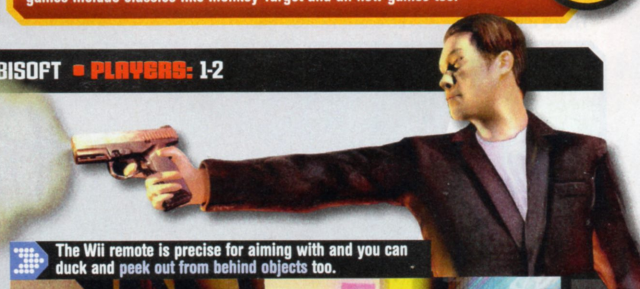
Get hard as nails in Red Steel...

The Wii controller seems to have been practically made with sword fighting in mind. It's perfect for grasping in both hands and swiping left and right or plunging down.

Red Steel has plenty of such swiping, and also shooting. The game has you starting off in America, armed with all flavours of gun, then heading off to Japan to rescue your kidnapped girlfriend from the evil Yakuza. To shoot, you aim the Wii remote at the screen and press A, while moving with the nunchuck's analogue stick.

It's the sword fighting that's more complex. You slash with the remote and counter attacks by shaking the nunchuck. You even physically push open doors by jabbing forwards.

It all looks impressive too. You move through neon-lit streets and casinos and you can shoot the whole lot to dust – blast a car and it explodes. And it's not long to go now until you can get crazy with a katana, either. **Kath** GM



The Wii remote is precise for aiming with and you can duck and peek out from behind objects too.

MOST WANTED RATING 4

The first properly realistic game on the Wii is shaping up very nicely. It's got action, puzzles, gun fights and sword slashing. Plus there are huge areas to explore. Coming along nicely, then.

PS2 GAMEBOY ADVANCE PC DS XBOX 360 Wii

OUT: Q1 2007 **FORMATS:** Wii, X360, PC, PS2, DS, GBA **DEVELOPER:** UBISOFT **PUB:** UBISOFT
ONLINE: no **WEB:** WWW.RAYMANZONE.UK.UBI.COM/RAVINGRABBIDS **PLAYERS:** 1

RAYMAN RAVING RABBIDS

Out-of-control vermin in the latest *Rayman!*

HANDS ON

PREVIEWER: Kath

NEED TO KNOW

WHAT IS IT?

A *Rayman* party game that has you battling against hundreds of mad bunnies. Shoot them, race against them, even perform dentistry on them.

FACTS

- Five different categories of mini-games to choose from. Each gets progressively harder
- Customise your own *Rayman* character with Elvis gear or a big afro wig
- Use the Wii nunchuck and remote in different ways for each mini-game

FROM THE PEOPLE WHO MADE...

Peter Jackson's King Kong.....78%
Prince of Persia: Sands of Time..86%
Beyond Good & Evil.....80%

The original Xbox had more first-person shooters than anyone could ever want to actually play and, after playing both *Wario Ware* and now *Rayman: Raving Rabbids*, we're wondering if the Wii is also going to have the same problem, just with party games instead. The versatility of the Wii controller means it's just so well suited to party games. As *Rayman* demonstrated to us, you can use it to whack the evil rabbids, dig gardens and even physically jump with it in your hand to replicate skipping.

The vague plot in *Rayman* is that his world has been invaded by crazy rabbids – wide-eyed things that cackle when they've done something naughty. Cute they might be, but your overall goal in every one of Rayman's mini-games is to fend off these bunnies by shooting them, hitting them with spades and even having a big old dance off.

Particular favourites of ours include the game where you're standing behind a beachside bar armed with a carrot juice drink dispenser. As bunnies come stumbling out of the sea in front of you, you need to fill their snorkelling masks up with juice by aiming at them with the Wii remote. In another game, a particularly greedy rabbid sits at the table of a restaurant ordering different food off the menu. You need to draw the food onscreen with the controller – do a decent enough job and he wolfs it down.

There's plenty here. And it's got rabbids hula dancing in Sam Fisher's night vision goggles, which has to mean it's worth a look. GM

"IT'S GOT RABBIDS HULA DANCING IN NIGHT VISION GOGGLES"

HOW FINISHED?

CONTROLS

Trigger on bottom of remote – Fire
Nunchuck moved up and down – Jump
Remote pointed at screen – Aim

WE PLAYED IT AT...

Leipzig Games Convention

WHAT WE PLAYED

- ✔ Skipping
- ✔ Dancing game
- ✔ Dentistry game
- ✘ Multi-player

HOW DOES IT PLAY?

Overall the Wii controls work perfectly for *Rayman*, and there's loads of minigames. The first-person shooting games are funny as well as being a good test of your reactions and aiming skills. Then there are races – in one of them you ride on the backs of all sorts of animals from cows to sharks. Rhythm-based games have you doing things like shaking the controller along in time to music to make your bunny backing singers strike a seriously disturbing sexy pose. But it will be as fun on consoles other than Wii?

ANY PROBLEMS?

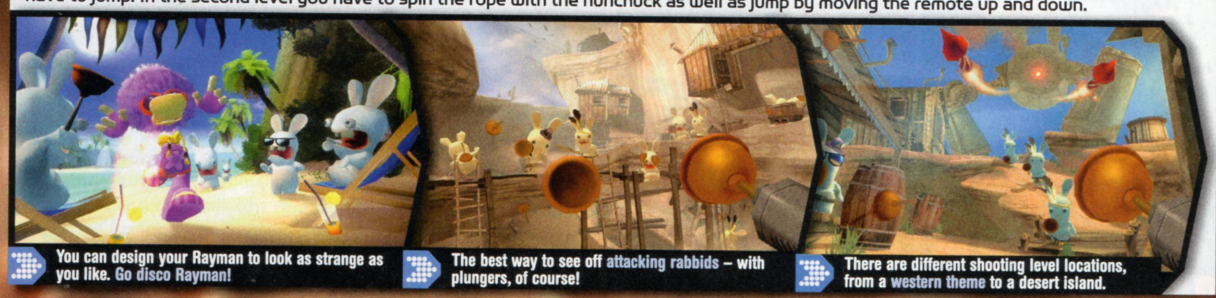
There's no news on whether there's a multi-player mode yet. But this without multi-player would be like *GTA* without guns.

BEST BIT SO FAR

Making the bunnies gurgle then fall over by filling their snorkelling masks with carrot juice just about beats sabotaging them on holiday while they're sunbathing and hula dancing.

BUNNY WARS

There are five categories of games in *Rayman*. Each game has three difficulty levels. For example, in the first level of the skipping game you just have to jump. In the second level you have to spin the rope with the nunchuck as well as jump by moving the remote up and down.



You can design your Rayman to look as strange as you like. Go disco Rayman!

The best way to see off attacking rabbids – with plungers, of course!

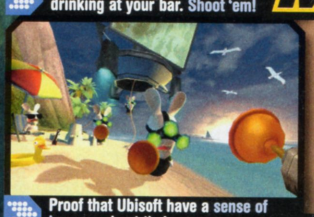
There are different shooting level locations, from a western theme to a desert island.

RABID RABBIDS

There will be over 25 different rabbid-based mini-games in the final game. Each is distinctly different so you shouldn't get bored!

Rope skipping is easy at first but it gets harder later on.

You don't want rabbids like that drinking at your bar. Shoot 'em!



Proof that Ubisoft have a sense of humour about their games...

You won't be able to keep the smile off your face when they dance.

GM VERDICT

GM LOVES

+ The visuals are big and bright and the rabbids' facial expression are brilliantly funny

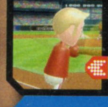
GM HATES

- The Wii might be the only console on which this is anything other than standard fare

MOST WANTED RATING

It's got rabbids, violence and a whole host of different types of games, which should make this a winner if party games are your thing.

3



CAN'T WAIT?

BIGGEST RIVAL: ..WarioWare: Smooth Moves
OUT SOONER:.....Wii Sports

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18

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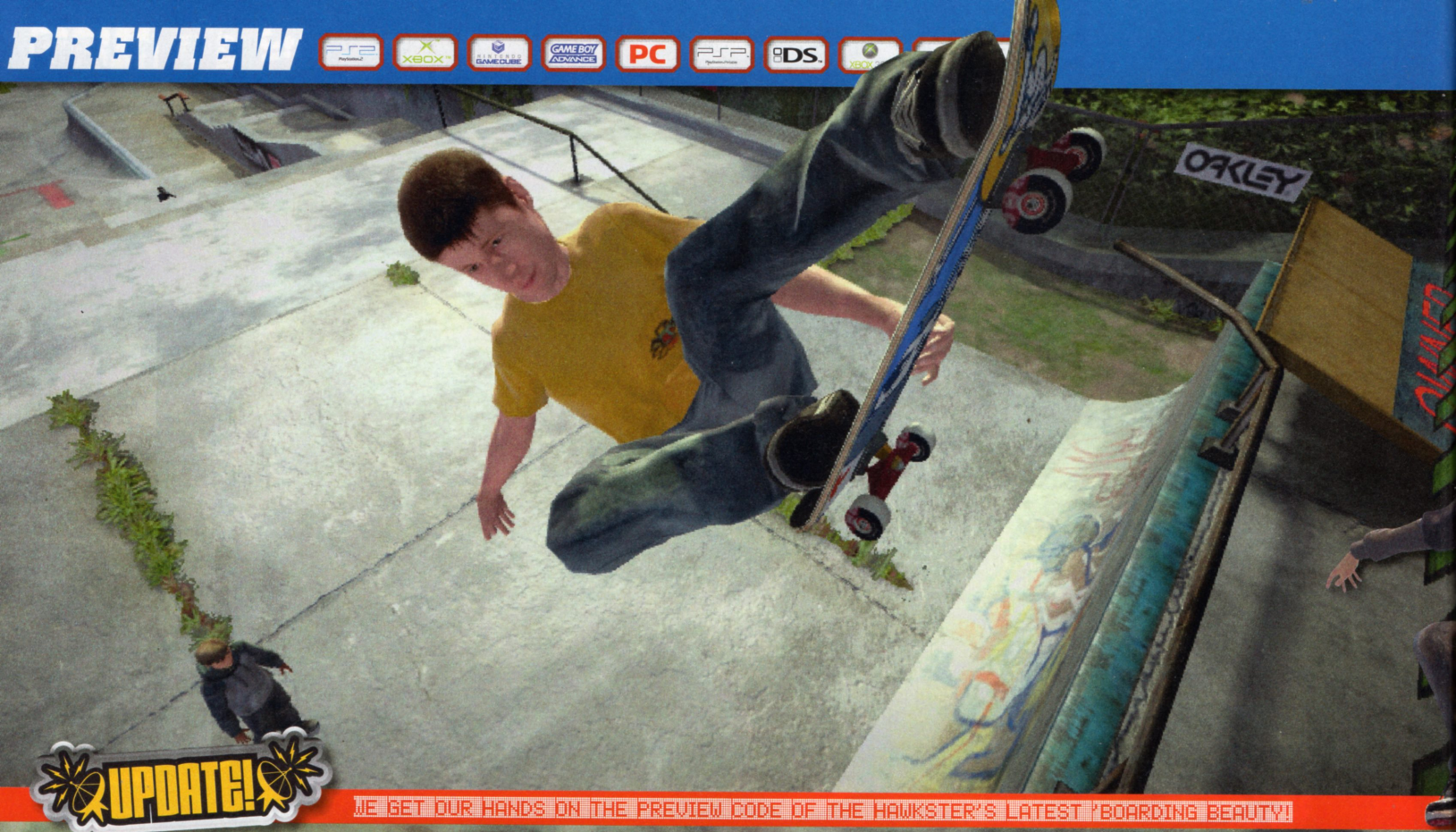


UPDATE!

WE GET OUR HANDS ON THE PREVIEW CODE OF THE HAWKSTER'S LATEST 'BOARDING BEAUTY!

NEED TO KNOW

WHAT IS IT?

New installment in the long-running *Tony Hawk's* skateboarding series.

FACTS

- Amazing new animation from motion captured skating superstars
- Attempt to get noticed by the Hawkster, for his elite skating team
- 'Bail mode' that sees you controlling your fall for maximum damage

FROM THE PEOPLE WHO MADE...

Tony Hawk's American Wasteland. 80%
Tony Hawk's Underground 2.....82%

OUT: TBC 2007 • **FORMAT:** XBOX 360 • **OTHER FORMATS:** PS2, XBOX, GC, PS3 • **DEVELOPER:** NEVERSOFT
• **PUBLISHER:** ACTIVISION • **ONLINE:** YES (360) • **WEB:** WWW.TONYHAWKSPROJECT8.COM • **PLAYERS:** 1-2

TONY HAWK'S PROJECT 8

NOOB!

No, not Bob Burnquist here, we mean *you*. Dotted around the world are stars from Tony's 'Project 8', more than happy to give tips and set challenges for novices.

All the skating stars from previous *Hawk's* are present.

You'll find them skating in specific areas around town.

Just approach them and they'll teach you tips and tricks.

Next-gen visuals, old-school style! Nice to have you back, Tony...

We have to admit that, by the time *American Wasteland* came out, we were starting to get a little tired of Tony and his gang – not that it was a particularly bad game, but there was the unshakeable feeling that we'd been there and done that a million times over.

Not only that, but the series had sort of drifted a little, throwing in more and more unnecessary features that seemed to dilute what made the original so spectacular.

BACK TO BASICS?

Thankfully, then, *Project 8* is bringing the focus back to the technicalities of actual skating more than anything else. True, the vast, free-roaming environment is still a key feature, but all the other nonsense like the silly storylines, driving bits and 'humour' from *THUG* seem to have been toned down.

Which leaves us with the skating action itself – and here things really shine. While the face buttons and directional controls activate the usual grabs, ollies, kickflips and manuals as is traditional, there's an added layer of depth to the proceedings this time around. Jump into the air and click the two analogue sticks down, for example, and the camera zooms in on your skater's feet and the action slows down. Here, each stick controls a separate leg, allowing you greater control of how you manipulate the board. It's little changes and features like this that should edge *Hawk's* back down the path that hardcore fans have been crying out for. Hurrah!

Although we didn't have time to see the whole game world it did seem pretty vast 'n varied. We love the fact there's loads of people and skaters populating it.

"EACH ANALOGUE STICK CONTROLS A LEG, GIVING YOU GREATER CONTROL OF THE BOARD"

HANDS ON

PREVIEWER: Geraint

HOW FINISHED?

ON THE LEVEL

This is what you actually see when you're playing. it's a pretty familiar sight, we're sure you'll agree, but there are a couple of important differences here. What you can't see of course, is the game in motion, so you'll have to trust us on this one – it's a silky-smooth beauty!

SPECIAL!

Pull off and land enough tricks without bailing, and this special meter will fill up. As soon as it does, you can activate a special 'Focus' mode, this slows down time, allowing you to pull off more tricks.

HOME TOWN

Not modelled on anywhere real this time, this is the home town in which you have to impress Tony's crew.

SKATE CAM

'Picture in picture' is particularly cool if you knock down other skaters and watch them chase you.

CHALLENGE

This info gives you details on the task you're currently tackling. Every task has three skill ranks to beat.

GRAVITY

No, you can't see it, but it's more important in *P8* – with physics that give a better feeling of momentum.

THE STREET ELITE

So what's all this *Project 8* business about then? Well, Tony and his merry band of skaters are creating an elite skating team – the best of the world's best. Seven places are already taken, so it's up to you to nab that last spot for yourself while Tony and co. are in town.

You start the game in 200th place on the rankings. You need to get to that number one spot pronto.

When you start out, your skills are pretty lame. You need to complete challenges to boost your stats.

Challenges take the form of tasks set by on-street characters or ground-based markers.

These chalk markers give specific trick requirements for you to meet on specific parts of the scenery.

Pleasingly, there's no classic 'difficulty setting' for anything – it's handled in a much more dynamic way.

If you do a grinding challenge you're judged and rewarded for for the length of your attempt.

NAIL THE TRICK

That's the name of *Tony Hawk's Project 8's* most important feature. You know in previous games, where you just stab at buttons along with a directional control to pull off tricks and grinds? You don't really get that much in the way of control – or at least, you don't really manipulate the board yourself, with any kind of subtlety. This time around Neversoft have picked up on this, and given you the ability to have control over the tricks you do. For once, *Tony Hawk's* gives you the feeling that you're really skating – not just pushing buttons.

Activate the 'Nail The Trick' in mid-air. Push down both analogue sticks and time slows down.

Each analogue stick controls a separate leg – flipping the board in different directions.

Now comes the tricky bit! To land your trick, wait 'till the grip tape is level with your feet.

CONTROLS

- A – Ollie
- Y – Plant and Grind
- X – Action
- B – Grabs
- L Stick – Movement
- L and R click – Activate Nail The Trick Mode

WE PLAYED IT AT...

In a dead swanky hotel in Paris. Nice croissants

WHAT WE PLAYED

- ✓ Explored the town
- ✓ Some tutorial missions
- ✗ The current-gen versions
- ✗ Multi-player

HOW DOES IT PLAY?

Still early days, but it's shaping up very well, with huge environments and fluid animation. And it's great to see *Hawk's* going back to its purer skating roots. The 'Nail The Trick' feature looks to add a whole new level of depth to the process of doing tricks, and puts the focus back on the technicalities of skating - not over the top silliness.

ANY PROBLEMS?

Honestly? There really isn't anything that stands out as being a problem – bar the usual little niggles that you get when a game isn't finished. Other than that, we're very impressed so far.

BEST BIT SO FAR

It has to be the lovely character animation. Everything's so much more free-flowing and natural looking than before. It's also nice to see the game take itself seriously again.

GM VERDICT

GM LOVES

+ Lovely animation
+ Brilliant new 'Nail The Trick' feature

GM HATES

- We didn't see much in the way of character creation tools or online functionality

MOST WANTED RATING

A series that went a little wayward, but from our short time with the game, we can see it's going back to what made it such a success in the first place. Impressive.

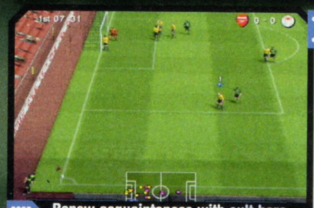
4

CAN'T WAIT?

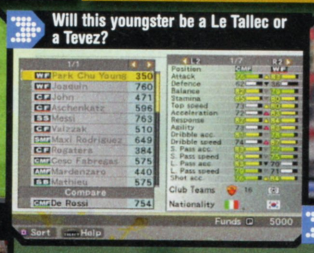
MOST LIKE:..... American Wasteland, 80%
BIGGEST RIVAL: Downhill Jam
OUT SOONER:..Amped 3 (Nov)

LEAGUE LOVE

These past few seasons, the Master League has come into its own as *PES's* star attraction. We couldn't wait to train us up a whole new team in this new instalment...



Renew acquaintances with cult hero Espimas and pals...



Will this youngster be a Le Tallec or a Tevez?

Playing with duffers helps develop your tactics.

Play your Master League maestros off against pals.

OUT: 27TH OCT **FORMAT:** PS2 **OTHER FORMATS:** 360, PSP, DS, PC **DEV:** KONAMI
PUB: KONAMI **ONLINE:** EIGHT PLAYERS THROUGH FOUR LINKED SYSTEMS

PES6 PRO EVOLUTION SOCCER

Is the Winning Eleven squad in need of an overhaul?

At last, a genuine title race to get excited about! Not real-life silly – Chelsea'll romp it again, but *PES* vs. *FIFA*.

With EA's much-maligned effort finally showing its pedigree this ish (page 80), it's up to *PES* to reassert its status as the footy king. We all know it's got the class, but is Konami's obsession with tweaking this, that and the other – rather than giving its a-little-bit-dated engine a wholesale overhaul – starting to test our patience? Let's hope not. We take the game for one last brutal training sesh before the definitive review next issue. GM

Dodgy keeper! Test them by having a pop.

Snowy matches look real purdy – there's life in the last gen yet.

Fouls are now sponsored by Canon. Or something.

"WITH *FIFA* SHOWING ITS PEDIGREE, IT'S UP TO *PES* TO REASSERT ITS STATUS AS KING OF FOOTY"

SEABASS SPEAKS!

The man, the legend, the one and only Seabass!

GM talks all things *PES* with legendary producer Shingo 'Seabass' Takatsuka.

GM Why do you think *PES* is the choice of hardcore footy fans?
ST: It's probably because the creators of the game themselves are fans of football. We love the sport, and if fans say "this is not a good part", we listen to them and we try to change it.

GM Any plans for *FIFA 07*-style online leagues in *PES6*?
ST: Currently we don't have a specific plan but we think that the idea that EA kicked off is quite interesting. It would be very interesting to take our own Master League online at some stage.

GM Is there anything else from *FIFA* you think you might do it a similar way?
ST: Well we have to admit there are many things that *FIFA* does great, like graphics, online, and goalkeeper animation. But the biggest thing that we would like to follow in *FIFA's* steps is the licensed aspect.

GM What do you think the next-generation will be able to offer the series?
ST: We believe that it's not going to change anything drastically, though we now have now more free space to upgrade our AI.

GM How will the DS version work and how does it differ?
ST: The DS version will be like a PSone almost, but with the things that people expect nowadays like touch screen functionality. It'll really help out with formation and strategy settings.

GM How will the controls work for DS?
ST: We've already done the PSP version, so we feel we've overcome the handheld 'problem' already...

GM Any news on PS3 and Wii versions?
ST: These machines have different, very specific controls, but there's a balance issue. So we are at the drawing board thinking about how we should perceive these two next-gen consoles.

GM Is it important for you that *PES* remains a multi-format title?
ST: Back in the PS2 days multi-platform wasn't a big issue, but times have changed. However, we want to create something specific for the hardware at the same time to make sure that we answer to the users needs. So that's why we're suffering right now!

GM Are there any features of any of the consoles that you think will work particularly well with *Pro Evo*?
ST: What we're creating is football and football is very analogue, the sport itself – passing or taking a shot. The Wii for example, this is great because I think there is a very high potential that we can implement this by using the controller. We don't want to make the users wave the stick every time he or she passes the ball – that's very tiring. However, we want to make players feel 'I've made that shot'.

GM If there was one game console you could choose as the one best suited to *PES* and able to offer the most to the series, which one would it be?
ST: Well, in the past the past series worked very well with the PlayStation hardware. However, the new Xbox 360 version is also very interesting...

NEED TO KNOW

WHAT IS IT?

The sixth instalment of Konami's lesson in footballing masterclass.

FACTS

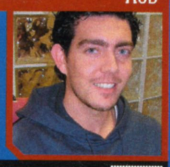
- Upgraded player AI
- Reworked tackling, volleys and snapshots
- New feints and improved dribbling

FROM THE PEOPLE WHO MADE...

PES5 ..... 96%
Winning Eleven 10 ..... 90%

HANDS ON

PREVIEWER: Rob



HOW FINISHED?

CONTROLS

- △ - Through pass
- □ - Shoot
- ○ - Long pass/slide tackle
- ✕ - Short pass/barge tackle
- L1 - Chip
- R1 - Run
- R2 - Tricks

WE PLAYED IT AT...
GM Towers

WHAT WE PLAYED

- ✔ Tournaments
- ✔ Master League
- ✔ Versus Match
- ✘ Online

HOW DOES IT PLAY?

An altogether slicker, sharper *PES* than last season's relatively clumsy instalment. Short passing feels crisper, while the tweaking of long balls allows you to introduce more variation into your play. *PES* remains the thinking man's footy sim, so be prepared to put the hours in learning how to link up play, pass 'n move, probe opposition backlines and be patient in the build up. And *don't* fly into tackles or leave gaping chasms in defence – you'll be punished every time!

ANY PROBLEMS?

Goalies are, frankly, a bit of a mess. Granted, they're not quite as bad as those found in *Winning Eleven 10*, but it's a close run thing.

BEST BIT SO FAR

It's satisfying to be able to play a perfectly-executed chipped pass over the heads of defenders for your nippy striker to run onto and slot home. Way more effective than the old lofted through ball.

GM VERDICT

GM LOVES

+ The Stan Matthews feint. Watch us go!
+ When you're on song it's poetry in motion

GM HATES

- Constant niggling referee stoppages
- Super-hard-to-score goals

MOST WANTED RATING

PES is about as realistic as kickabouts get, but is it actually any *fun* anymore? After the sheer joy of *FIFA 07*, the *GM* dubious goals panel is out...

4

CAN'T WAIT?

MOST LIKE: Winning Eleven 10, 90%
BIGGEST RIVAL: ..... FIFA 07, 90%
OUT SOONER:.. FIFA 07 (September)

HALF LIFE 2: EPISODE 2

PC 360 PS3
OUT: EARLY 2007
PRICE: £19.99
DEVELOPER: VALVE
PUBLISHER: EA

WHAT IS IT?

The greatest FPS ever (according to PC owners anyway) continues to push storytelling, SFX and facial hair boundaries. Alyx is kidnapped by the Vortigaunts and Gordon is forced to brave Strider country in the wilds outside City 17 to rescue her.

THE FACTS

- Locations include a missile silo and mine.
- Mini Striders, plus a reinforced car to run them down in!
- New guns including a 'Strider Buster' and enhanced gravity gun.

WHAT'S IT LIKE?

While we weren't too keen on the mine section we played – the whole 'aliens in the dark' bit seemed deadly dull – the outdoors sections on the run from miniature Striders were awesome. The physics engine has really come on as well – some of the explosions and damage effects we gawped at were *properly* next-generation...

BEST BIT SO FAR

Watching Alyx's loveable robo Dog scrapping with a fully grown (and very mean looking) Strider.

Go Gordon! And grow that beard, son.

MOST WANTED RATING 5

Episode One was a sumptuous adventure, but it stuck to the same old haunts. *Ep. Two* takes Freeman out into the wilds, and it's all the better for it. *Half-Life 2* just keeps getting better...

FOOTBALL MANAGER 2007

FORMAT: PC PSP 360 MAC
OUT: EARLY 2007
PRICE: £29.99
DEVELOPER: SEGA
PUBLISHER: SEGA

WHAT IS IT?

The Jose Mourinho of footy management sims returns for another season of brain-bending decision making and buttock-clenching tension. Can you make Roman a happy man by leading Chelsea to that elusive European crown?

THE FACTS

- Feeder Clubs – allows your club to receive loan players from a larger team.
- Youth Revamp – youth squads for each team that has a youth set-up.
- Player Interaction – You can now talk to any player in the world via the media.

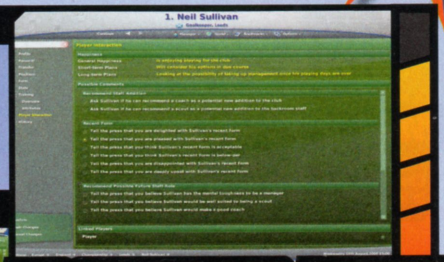
WHAT'S IT LIKE?

While the core *Football Manager* gameplay remains more solid than England's centre-back pairing, the revamping of a number of key areas like scouting, playing interaction, team talks and the like dramatically improves the overall feel of play. And we just *love* causing mischief in the media by unsettling potential transfer targets...

BEST BIT SO FAR

The high-def 360 version – we can finally sit in our lounge and play in style instead of in front of a monitor.

Come on the footballers! Score us a point!



MOST WANTED RATING 4

There are so many versions of *Football Manager* floating around out there we've almost lost count, but this season has seen some hugely welcome tweakage. A must-buy for the footy hardcore.

VIRTUA FIGHTER 5

PS3
OUT: SPRING 2007
PRICE: £49.99
DEVELOPER: SEGA
PUBLISHER: SEGA

WHAT IS IT?

Forget the brutal *Tekken* and even the majestic *Soul Calibur* – this is the connoisseur's scrapper of choice. Fresh from the arcades and a *PS3* exclusive, can *VF5* raise the beat-'em-up bar to an even higher level than its predecessor?

THE FACTS

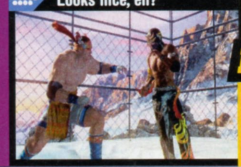
- All-star cast of 17 fighters, including two new characters – El Blaze and Eileen.
- Customise characters by selecting from four costumes and a range of attachable items.
- Compete for prizes and earn money to buy items.

WHAT'S IT LIKE?

The *Virtua Fighter* series has a well-earned rep as a hardcore fighter – there's no button mashing allowed here as each combo has to be carefully sculpted. *VF5* sticks to the same blueprint, although the pace of bouts has been ramped up a notch thanks to the new "offensive move" rushing technique.

BEST BIT SO FAR

Gameplay is vital when it comes to a fighter, but looks are equally as important – and *VF5* shines brightly.



Fighters fighting, virtually. Looks nice, eh?

MOST WANTED RATING 4

Tekken might be the cool kid on the beat-'em-up block, but *Virtua* is the original – and to *GM's* mind – best of all the 3D scrappers. We can't wait to get in the ring with Akira Yuki and pals!

DEAD OR ALIVE: XTREME 2

360
OUT: 08/12/06
PRICE: £49.99
DEVELOPER: TEAM NINJA
PUBLISHER: TECMO

WHAT IS IT?

A risible excuse to parade lovely, polygonal laydees with lots of jiggly bits and nary a thong to cover their modesty masquerading as a beach volleyball game. Watch the girls 'battle it out' in an assortment of minigames on Zack's Island.

THE FACTS

- Lotsa games – including jet ski racing, rope pulling and (wahey!) hip wrestling.
- Swimsuits – Deck out the babes in all-new swimsuits and accessories
- Online play - Compete on Live in some 'hardcore' versus action!

WHAT'S IT LIKE?

The minigames themselves are nothing to write home about because – and let's be honest – this is all an excuse to ogle some incredibly rendered, buxom young ladies. And what a sight they are, resplendent in bikinis so tiny you could use them to floss! It all just feels a teensy bit wrong though, in a *Rumble Roses* kind of a way.

BEST BIT SO FAR

Hip wrestling is so cringe-worthily *wrong* it's actually curiously addictive. Come on girls, work those buttocks!

She's not shy, is she? Cover 'em up, love.

MOST WANTED RATING 2

The gaming equivalent of creeping into your newsagents and sneaking a grumble magazine between the pages of *Angling Times*. Surely you'll all be too embarrassed to actually buy it? *Surely?*

FRONTLINES: FUEL OF WAR

PC 360 PS3
OUT: SUMMER 07
PRICE: £49.99
DEVELOPER: KAOS STUDIOS
PUBLISHER: THQ

WHAT IS IT?

Ghost Recon: Advanced Warfighter meets *Battlefield* as THQ fasts forward to the year 2024 for a slick FPS with a hefty multi-player angle. Create your own soldier classes and chose your own insertion point – fight the war *your* way! Nice.

THE FACTS

- 60 next-gen vehicles and weapons inspired by military designs for the near future.
- Use high-tech systems to collect and relay recon, targeting, and threat info between teams.
- 1-32 players online.

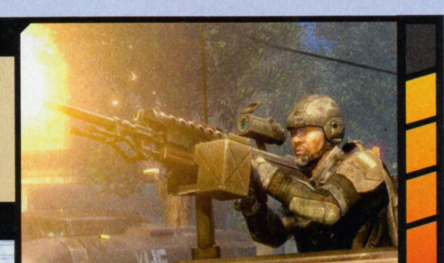
WHAT'S IT LIKE?

Impressive. We were awestruck by the sheer scale of the destructible environments – forget boring pre-set routes, this game positively encourages you to blow stuff up to create your own one! Combat is meaty and visceral, plus there are loads of vehicles to commandeer when things get a bit hairy on foot. And there are just so many explosions!

BEST BIT SO FAR

Cackling with glee as we sent our Red Star drone on a search and destroy – it's an ickle remote controlled tank packed with explosives!

A jeep, yesterday. Not doing much at all.



MOST WANTED RATING 4

With *Quake Wars* and *Battlefield 2142* on the horizon it's going to take a heft lump of TNT from THQ to make an impact on the position, but there's no denying *Fuel of War* is powering along nicely...

Previewer extraordinaire: Rob Taylor

S.T.A.L.K.E.R

OUT: TBC • FROM: THQ PC

We'd almost forgotten that this even existed – being stuck in development hell for what seems like eternity. Unfortunately, we only got the chance to see the multi-player this month and we're disappointed to say we were a little underwhelmed. It all seemed bland, mediocre and too reminiscent of *Counterstrike*. Still, a bit early to judge too harshly though. **Rob**

Considering this has been in development since the Dark Ages, it's not looking the prettiest game in the world.

MOST WANTED RATING 3

The ambitious single-player, set in radiation-drenched Chernobyl, is the biggest draw here. So we're not going to let the multi-player dampen our enthusiasm.

TONY HAWK'S DOWNHILL JAM

OUT: NOVEMBER • FROM: ACTIVISION Wii

Think *SSX* on a skateboard and you'll pretty much be there. The main difference is the fact that you actually wield the Wii controller like a steering wheel, tilting it left and right to turn, levelling it to balance grinds, and shaking it to jump. **Geraint**

This is actually looking a bit nicer than the last time we saw it. If only we could get used to those controls...

MOST WANTED RATING 3

To be honest, we're still not convinced by the control scheme – it all feels unnecessarily tricky. Guess we just need more time with it, but we have our concerns...

UNREAL TOURNAMENT

OUT: TBC • FROM: EPIC PC PS3

The guy demoing this to us told us 'there are more polygons in one gun than in a whole level'! Hmm, not sure we believe *that*, but we admit that Epic's shooter is looking awesome. The best new addition we've seen is the Hoverboard – because the maps are so vast, players will be able to hop onto their own personal board to get into the thick of the action much quicker. **Kath**

Those giant, lightning-spewing tripods look brilliant! We love a bit of apocalyptic laser-death here on *GM*. Oh yes!

MOST WANTED RATING 4

Gigantic, meat-ripping guns, brooding sci-fi feel and, thankfully, a better single-player experience. Epic are even including loads of mod tools too, which is great.

MORTAL KOMBAT ARMAGEDDON

OUT: AUTUMN • FROM: MIDWAY PS2 XBOX Wii

Every character that's ever appeared in the series will feature in this one – that's the promise. On top of that, you can even make your own characters and make up their moves lists – which basically means there's a near-infinite amount of fighters on offer. Great news considering that this'll be online too! **Rob**

One of the new air-combos in action. Looks pretty painful, like Rob's singing voice.

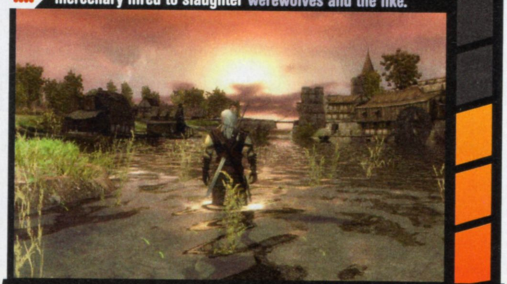
MOST WANTED RATING 3

More modes, interactive arenas, and customisable fatalities. It's even got a go-karting game for goodness sake! Plenty of, um, interesting, new content here, then.

THE WITCHER

OUT: TBC • FROM: ATARI PC

We've hardly covered this, because we thought it was going to be a bit rubbish. Seems we've underestimated it though, as it's turned out looking quite lovely. Like a cross between *Oblivion* (lovely sunsets) and *Diablo* (clickety-click RPG mouse action). We particularly like the complex branching storyline, with the choices you make significantly affecting the outcome of the game. One well worth keeping an eye on. **Geraint**



Looks lovely, don't you agree? Your main character is a mercenary hired to slaughter werewolves and the like.

MOST WANTED RATING 3

Early days, but it's looking more promising than we originally anticipated, with a massive, gorgeous game world, and some ambitious adventuring gameplay.

FULL AUTO 2: BATTLELINES

OUT: MARCH 2007 • FROM: SEGA PS3

The last one was a bit mediocre, but we have to admit, we're finding the new shots of this rather sumptuous. We're big fans of hot sparks and burning vehicle wreckage – and driving around like a lunatic launching rockets at everything that moves is *never* going to stop being appealing. **Jes**

A toned down recreation of what happened when Geraint failed his driving test, for not checking his blind spot.

MOST WANTED RATING 3

We're not expecting great things – but you can't deny the game looks lovely. If they can fix the problems in the first one, this could be solid, speedy ol' fun.

THRILLVILLE

OUT: AUTUMN • FROM: ATARI PS2 XBOX PSP

This sounds 'great'. You design a character, and then you walk around a theme park, building relationships with people and playing mini-games with them. You can build up rides, um, ride on them, and generally mess around in the park. It's being made by Dave Braben you know – a man who, to be honest, we'd rather spent his time making another *Elite*. **Geraint**

It *could* be brilliant. Possibly. But on current evidence we'd rather be eating barbed wire.

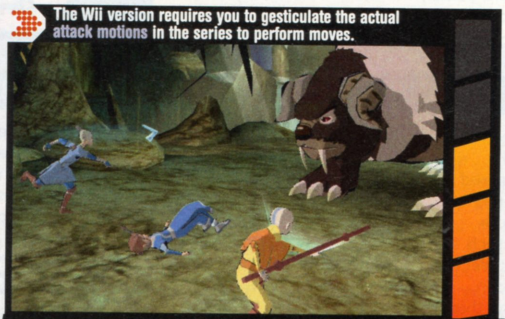
MOST WANTED RATING 2

Kath describes this as *Theme Park* meets *The Sims* – so you should be able to tell how much you 'want it' from that alone. We suggest you back away now... *NOW!*

AVATAR: THE LAST AIRBENDER

OUT: NOV • FROM: THQ PS2 XBOX GBA PC DS PSP Wii

It's the game of the 'popular' animation based around a bunch of kids who can 'bend' the elements – giving them evil-thumping super-powers. By the looks of things, this will be a simple, button-mashin'-and-a-fightin' adventure. Erm... **Rob**



The Wii version requires you to gesticulate the actual attack motions in the series to perform moves.

MOST WANTED RATING 3

Hmm. Not sure what to make of this to be honest. According to our cartoon-obsessed Art Ed Ian, it's 'really good. No. *Really*'. Let's wait and see, shall we?

SID MEIER'S RAILROADS!

OUT: OCTOBER • FROM: 2K GAMES PC

Choo-Choo! All aboard! Ahem. Trains, then. Laying down the old tracks, servicing industries and city planning routes. It's a bit like working for First Great Western's accounts department, except, hopefully, you'll do a better job, and lovely skyscrapers will grow around you as you get better at planning your rail network. We actually like this. *Seriously*. **Geraint**

You have to build profitable cities through your rail system, while simultaneously fending off rival companies.

MOST WANTED RATING 4

A rail-based tratégy game from the genius behind the brilliant *Civilisation* series. If you're not scared of coming across all anorak, this will be a top time-waster.

16+
www.pegi.info

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yourpsp.com/tekken

10/10 "SIMPLY PERFECT"

Tekken Dark Resurrection puts Tekken in the palm of your hand with new gameplay modes and movie sequences exclusive for PSP. Introducing two new characters, Dragunov and Lili plus the return of an old Tekken favourite – Armor King. There are new bone-crunching moves and combos for every character. With 2 player wireless play, save it for Tekken Dark Resurrection.

PS2 PC PSP DS XBOX 360

THIS MONTH PROJECT GOTHAM RACING 3

SO YOU THINK YOU CAN BEAT US?

Ever wondered just how good game journalists are at playing games? Reckon you might be better? Well, here's where you find out...

Ever wondered just how good we actually are at playing games? We haven't – we know our skills are exceptional. What we really need to find out is who among us is the best.

Well, thanks to M&M's, we can work this out once and for all by pitting *GamesMaster* team members against each other on a series of excellent multi-player games. And what a close contest it proves to be this month. If there's one game under the bonnet of which every member of the *GM* gang has spent countless hours, it's *Project Gotham Racing 3*. Having separated the M&M's into their respective national racing colours (handily, the hard coating doesn't melt in your hands, ensuring your joypads don't end up covered in chocolaty goo), the competitors are ready to line up alongside each other for this tense encounter.

And they're off!

Their thumbs suitably warmed up, the lads and lady line up on the starting grid. It's a tense moment and Geraint and Jes quail in front of Rob's rather too-professional racing gear.

Aaaaaand it's neck and neck at the start! It could either way as both teams tear off the starting grid in a clould of burning rubber.

TEAM ROB

ROB

Having raced karts since the age of 18 months, Rob and racing are intrinsically linked. He considers going to bed still wearing his race suit and lid normal.

Race wins: 103
Top speed reached: 199
Preferred Kudos move: Airtime
***PGR3* car:** Ferrari Enzo
Favourite *PGR3* city: New York
M&M's of choice: Scuderia Red

KATH

Kath once dated a Japanese racing driver who taught her the art of drifting. She immediately fell in love with the smell of burnt rubber instead.

Race wins: 91
Top speed reached: 236mph
Preferred Kudos move: Powerslide
***PGR3* car:** Honda NSX-R
Favourite *PGR3* city: Tokyo
M&M's of choice: French Blue

VERSUS

TEAM JES

JES

A traditionalist at heart, Jes much prefers the days of do-or-die racing but his chameleon-like ability still guarantees success in modern machinery.

Race wins: 89
Top speed reached: 200
Preferred Kudos move: Drafting
***PGR3* car:** TVR Cerbera Speed 12
Favourite *PGR3* city: London
M&M's of choice: British Green

GERAINT

For Geraint, pedal to the metal is the only way to live. He regards braking of any kind as a distressing sign of character weakness.

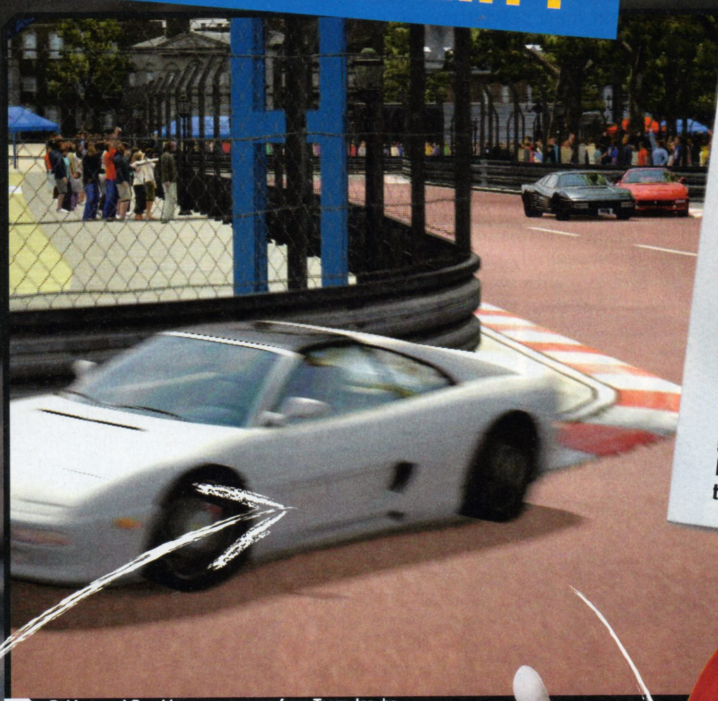
Race wins: 111
Top speed reached: 240mph
Preferred Kudos move: Feint drift
***PGR3* car:** Koenigsegg CC8S
Favourite *PGR3* city: Las Vegas
M&M's of choice: Belgium Yellow

Oof! Kath and Rob go all over the shop as Geraint and Jes use some shady tactics to get ahead...

As the lights go green, the mind games turn physical as Team Jes waste no time in gaining an advantage. Most people would call it blatant cheating, though the boys insist their behaviour falls within the spirit of things.

- **REVIEWED:** ISSUE 167, 94%
- **FORMAT:** XBOX 360
- **PRICE:** £49.99
- **DEVELOPER:** BIZARRE CREATIONS
- **PUBLISHER:** MICROSOFT
- **ONLINE:** YES
- **OTHER FORMATS:** NONE
- **PLAYERS:** 1-8

RUBBER BURNIN' TYRE-SQUEALIN'!



Rob's away! Brooking no nonsense from Team Jes, he floors it and pulls away from the pack.

Incensed by this injustice, Rob enters a zen-like state and drives like a god. Alas, in shutting himself away from the outside world he's failed to hear Kath pleading him to go the right way around the track.

By the time Rob realises his mistake, it's too late - the chequered flag is out and first past it are Team Jes. An easy victory for the boys, then, who are ecstatic after last month's defeat. Whoever said cheats don't prosper is an idiot.

Sadly, Rob was so in the zone he took no notice of which direction he should have been driving in, letting Team Jes romp home in first place!

RESULT

And it's a clean sweep for...

TEAM JES

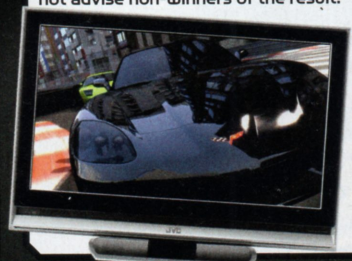
COMPETITION

WIN A HD 32" TV

Life isn't worth living if you're not playing games on a decent telly with your mates. Thankfully, the makers of M&M's are giving you the chance to win an amazing 32" HD-ready TV from JVC, worth a whopping £1,400! And to go with it, you'll get a stunning DVD digital cinema system.

We want to see how you lot play your games. Take a photo of you and your mates playing and then either text it (attach your MMS picture and then text MNMCOMP, followed by your name to 07738 647 117), or email it to gamesmaster@futurenet.co.uk. The funniest and most original entry will win the lot!

Only UK residents over the age of 15 may enter. Text messages will cost you £1, plus your standard network tariff rate. Please source all necessary permissions. Lines are open from 10 August to 27 December inclusive. We'll not advise non-winners of the result.*



TV shown may differ from prize

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WE ♥ GAMES

Welcome to the bit of GM that's stuffed with your mail, game ideas, unreasonable demands – anything that shows how much we♥games. With a capital ♥!

EMAIL US: gamesmaster@futurenet.co.uk, subject heading We Love Games

WRITE TO US: We Love Games, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

TEXT US: Send LOVE then your message to 84070. But keep it short!

Mad? Bad? Sad? See how each letter writer's feeling at a glance!

Happy | Mad | Unhappy | Angry | Surprised | Normal

STAR LETTER!

It's Just Non-PC!

Dear GM,

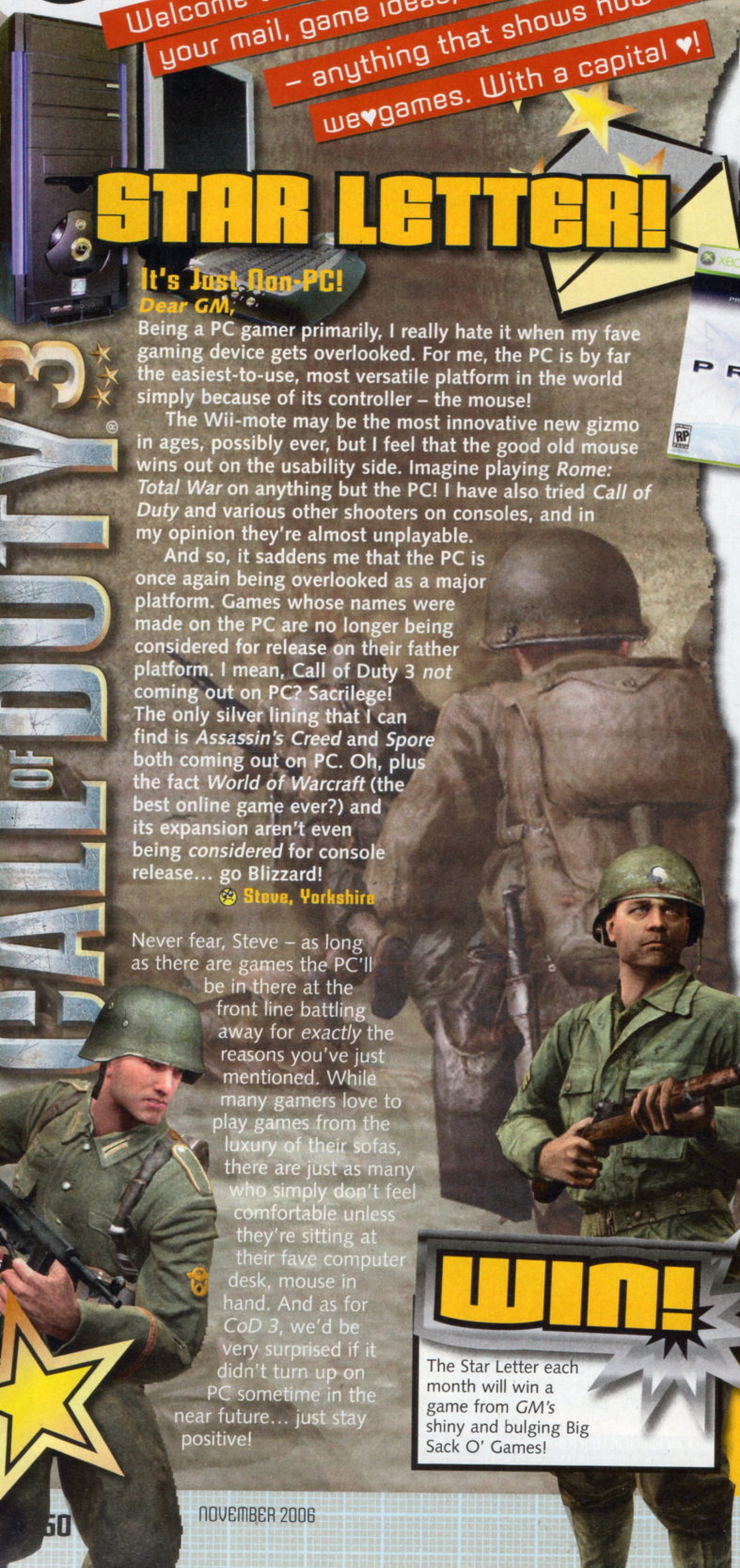
Being a PC gamer primarily, I really hate it when my fave gaming device gets overlooked. For me, the PC is by far the easiest-to-use, most versatile platform in the world simply because of its controller – the mouse!

The Wii-mote may be the most innovative new gizmo in ages, possibly ever, but I feel that the good old mouse wins out on the usability side. Imagine playing *Rome: Total War* on anything but the PC! I have also tried *Call of Duty* and various other shooters on consoles, and in my opinion they're almost unplayable.

And so, it saddens me that the PC is once again being overlooked as a major platform. Games whose names were made on the PC are no longer being considered for release on their father platform. I mean, Call of Duty 3 *not* coming out on PC? Sacrilege! The only silver lining that I can find is *Assassin's Creed* and *Spore* both coming out on PC. Oh, plus the fact *World of Warcraft* (the best online game ever?) and its expansion aren't even being *considered* for console release... go Blizzard!

Steve, Yorkshire

Never fear, Steve – as long as there are games the PC'll be in there at the front line battling away for *exactly* the reasons you've just mentioned. While many gamers love to play games from the luxury of their sofas, there are just as many who simply don't feel comfortable unless they're sitting at their fave computer desk, mouse in hand. And as for *CoD 3*, we'd be very surprised if it didn't turn up on PC sometime in the near future... just stay positive!



WIN!

The Star Letter each month will win a game from *GM's* shiny and bulging Big Sack O' Games!

Turning Japanese

Dear GM,

When my dad told me he had bought me a 360 I was ecstatic. He'd bought it from eBay, so the week or so I had to wait to receive it was horrible but I was sure it would be worth it... Unfortunately, when it finally turned up it was the NTSC-J version, not the PAL one. Living in Scotland this rather unsurprisingly poses quite a problem with regards to buying games. I told my dad this and guess what he said? "Shut up you ungrateful wee sh*te!" What a gay!

Daniel Turner, email

Since 360 is about as popular as fish and chips in Japan, that means all the software'll be dirt cheap, Dan! Surf on over to www.liksang.com and bag yourself some top titles like *Prey, Moto GP, Oblivion*, all in English and dirt cheap. Sorted!

Red Carded

Hi GM,

I am a huge fan of *PES5* and play it non-stop. The other day I was playing a Master League match against Real Madrid and I managed to get their goalkeeper, Casillas, sent off in the third minute of the game! That's about 15 seconds of game time. Impressive huh? Can anyone beat that?

Liam Racz, Leicester

A three minute sending off - even Vinny Jones would be impressed! Good work Mr Racz...

Very sneaky Liam, but we see you only went on to win 2:0! What's that all about? Anyway, the gauntlet has been thrown down – anyone have any amazing *PES* or *FIFA* stories they'd like to share with the nation?

Point Break

The other day I was sitting around bored so I decided to sift through my old PC games, eventually settling on *Simon the Sorcerer 2*. While playing I thought what happened to all the point and click adventures – why are they so hard to come across nowadays?

Jack Gowrie, email

THE SPAM FILTER

RANDOMI: "I might as well turn off my Xbox and watch Oprah cry over a cat stuck up a tree." Alan Ritchie

ums and ahs over which next-gen console to buy...

GROSSEST COMMENT: "Angry! WHY CANT ALL WE GET ALONG!!!

WE REALLY LOVE GAMES

YOU THOUGHT YOU LOVED GAMES?

WE TAKE A PEEK AT PEOPLE THAT HAVE TAKEN IT ALL TOO FAR...

This month: Seen the latest Coca-Cola ad that's doing the rounds on the 'net yet? It's a mini-movie that references a videogame that you might be aware of. Recognise it from anywhere?

That's right, in this sly subversion of *Grand Theft Auto*, our badass hero – instead of being a cold-blooded, car-jacking killer – is transformed into a bastion of society by the caffeine-licious Coca-Cola. Watch as he *pays* for his bottle of Coke, foils purse-snatchers, donates money to the poor and generally acts like a decent fella rather than a shady gangster-type. Genius, although we're glad *GTA* isn't that cheesily saccharine sweet in real life! Rumour has it British duo Smith & Foulkes, the brains behind the ad, are big fans of the series...

Fancy checking it out, if you've not seen it already? Then head on over to www.nexusproductions.com and get ready to be rocked!

It's better looking than *GTA*, but the influence is obvious.

He doesn't steal a Coke – he buys one! Bless.

Don't worry, he's not being nasty. The power of Coke!

Cheers up, chuckles! Off our hero goes, spreading joy.

The whole city united with good cheer. Hurrah!

It's even got helicopters, just like *Grand Theft Auto*.

REALLY LOVE GAMES?

Send us your pics to You Thought You Loved Games?, GamesMaster, Future Publishing Ltd, 30 Monmouth St, Bath, BA1 2BW and you could be featured in the pages of *GM*!

Si the Sorcerer was voiced by Red Dwarf's Chris Barrie – and very amusing he was too.

Simple answer, Jack – they didn't exactly sell like hot cakes and the pixel-hunting gameplay failed to translate as gaming entered the third dimension. *The Broken Sword* series has endured, but for proper old-skool adventuring *GM* recommends the *Monkey Island* trilogy, *Day of the Tentacle* and the *Gabriel Knight* games...

Wii Love it

What's in a name? Everything! I personally think Revolution was a bit dull and boring. Wii is original, refreshing and futuristic. Keep it!

Christopher Papasavva, email

Positive vibes, Christopher – we like it!

Wii-ing the bed

Yo GM!

I'm concerned about Wii. I mean, how active I will have to be if I played Wii in bed? I certainly don't want to be waving my arms about playing *Metroid* or *Zelda* – that wouldn't be very good late at night, would it?

Sandip Singh, Bradford.

No it wouldn't Sandip. Our solution? You'll just have to go to bed a bit later from now on!

Argo Away!

Hey GM,

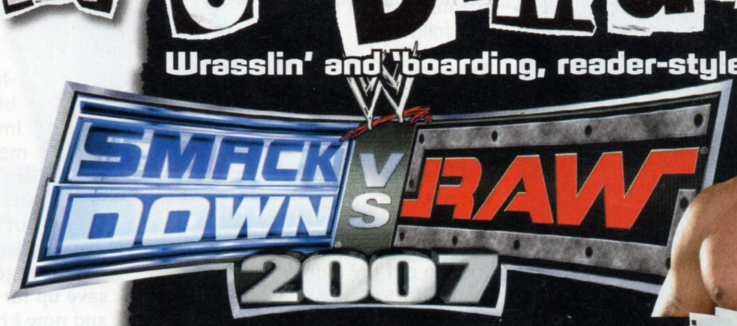
I thought the "Argon" (sic) (that Xbox handheld thing) that you showed in *GM*176 looked like garbage. The graphics looked rubbish and the buttons are placed in weird positions. It looks like a Game Boy – but worse. I read in another magazine that it was going to look like PS3 but with a built in camera to see people whilst you play online. I have to admit though the music bit of the "Argon" (sic) sounds OK though.

Rhys Buxton, Warboys

That's just so wrong we don't even know where to begin, Rhys! For starters, it was our *artist's impression* of the Argo (now officially named Zune). Also, it seems as if the

LIST OF DEMANDS

Wrasslin' and boarding, reader-style!



- More freedom in Season Mode. (Like starting rivalries by interfering in other people's matches.)
- Be able to edit attires for existing wrestlers.
- Create your own PPV arena and design T-shirts for the fans to wear.
- Have the normal and D-X versions of Triple H.
- Create your own commentator and choose his voice and which wrestlers he likes and dislikes.
- Use of flaming tables. (Instant KO so they don't get overused.)
- Be able to hide under the ring during matches.
- Have customisable items to be hung above the ring in Ladder/TLC matches.
- Have more music in Create An Entrance. (Like having Jeff Hardy's Music if you want to make Jeff Hardy.)
- ECW-style Barbed Wire Match.
- Be able to edit each shows roster before you begin Season Mode. (And be able to choose title holders.)
- ECW Wrestlers. (Like Balls Mahoney and Terry Funk.)
- Have a Create An Entrance Movie mode.
- Be able to download music and movies from a computer onto the PS2/PS3/XBox etc.
- Eddie Guerrero as a legend.

James Corbet, email

MAKE YOUR LIST OF DEMANDS!

Reckon you could juice up your fave game series? Either do a BSc in Computer Programming or get your ideas out into the world by sending your List of Demands to our Monmouth Street addy or gamesmaster@futurenet.co.uk! Free office goodies for the best ones...

TONY HAWK'S PROJECT 8

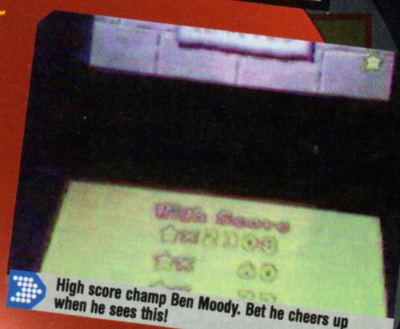
- Actually break your board and have to buy a new one.
- If you bail badly enough you break your leg or arm or get a major cut – you then have to go to hospital or have it covered up.
- Wear a selection of skate clothes, such as DC shoes and Hurley tops.
- Two-player career mode with an option for both of you – one has a BMX and another has a BMX.
- More combo tricks such as kickflip to indy and a kickflip to a stall on the rail.
- Your hair grows and doesn't stay at one length for the rest of the game and you have a house to live in and have to change your clothes daily.

Jordan Prosser, Newport

HI-SCORE CAM

New Super Mario Bros

Seems you lot can't get that Most Wanted minigame in *Mario 64 DS* out of your brains! Our latest champ is Ben Moody, who's amassed a mighty 2308! Can anyone possibly top that, or do you have high scores from any other games you'd like to show off to your fellow *GM* readers?



High score champ Ben Moody. Bet he cheers up when he sees this!

MOST EROTIC

Mmm... sexy Torrie Wilson, lovingly drawn by Lee Johnson.

...ORY CRAYONING

Kain Hunter's *GTA* pic!

WE LOVE GAMES

The bit of GM that's stuffed to bursting point with your mail

Rob went to California, and while he didn't get any dosh for a PS3 he did play *NFS: Carbon!*

MYSPACE BYTE SIZE

A selection of the sane and not-so-sane comments from *GM*'s home on the web...

I laugh in the face of *Halo 3*. The next generation belongs to one man and one game. Hideo Kojima and *Metal Gear Solid 4*.
MC Joens

PS3's a huuge waste of money, go WII!!!
Ian

I'm making a *Freedom Fighters* screenplay, gonna turn it into a Machinima using the PC code. I will get an Oscar when I make the big budget one.
K-Alcatraz

"Jill's Sandwiches" in *Dead Rising* made me laugh.
Robert

We love you, lil' Tom!

Whatever happened to Tom East? Could it be possible he's been sucked into a dimensional hiatus or has he just moved house to the outer regions of Middle-Earth?
Liam

(Tom's now Online Ed of Official Nintendo Magazine – Ed)

Will they re-make *Final Fantasy 7* for PS3?
Cameron

The PSP is a mediocre little video player that also has game functionality tacked-on!
Mark

I only bought it because of the free pack of Sour Skittles!
Callum

At last, *GM!* I dont like myspace so i couldnt say anything, but now u have bebo! Yay.
Each Small Candle

If you're not MySpace inclined, come and join *GM* on our new Bebo site! Surf to: http:/gamesmastermag.bebo.com

www.myspace.com/gamesmastermag

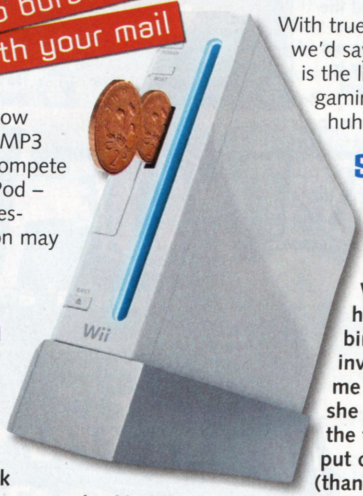
With true next gen almost upon us, we'd say the sky – quite literally – is the limit, Vincent. We're gaming in pretty exciting times huh?

Resisting Temptation

Hola GM,

I've made a real life-size Wii out of wood with a slot for the disk drive to put my money in. My Wii fund right now is £37.37. By the time you publish this letter it would be over £75 (presuming I don't get bored during my summer hols and raid it).

Sean Simmons, Kent



machine will now primarily be a MP3 player that'll compete with Apple's iPod – though a games-oriented version may well follow...

Spoilt Rotten

Hey GM,

Here's my way of blagging the cash needed for a next-gen console... When my sister went on holiday to California as a birthday pressie I wasn't invited, so my folks bought me a car instead. Then when she got spending money for the trip I complained bitterly, put on my puppy dog eyes (thank you *Nintendogs!*) and begged: "Can I have money to save up for the PS3?". They bought it, and now I have £600 saved up! (£300 from parents and £300 from working my butt off.) Sorry readers – this probably doesn't work if you're an only child but it worked for me so bwahaha!

Nick Ball, address withheld!

Nick, you're one lucky git, er... *bloke*. Wanna swap parents?

Noah Idea

Dear GM,

I have a theory about *Halo 3*... The ark – the place that activates the rings – is the only place you'll be safe when the ring gets activated, e.g. Noah's Ark, where animals were safe from the FLOOD of water! (The Flood are the creatures from *Halo*, right?) When the rings are activated the rings will kill all living beings in the universe, food for the Flood; the ark is the only place that the Covenant and/or humans will be safe when they activate the rings. I hope that this makes as much sense to you as it does to me :)

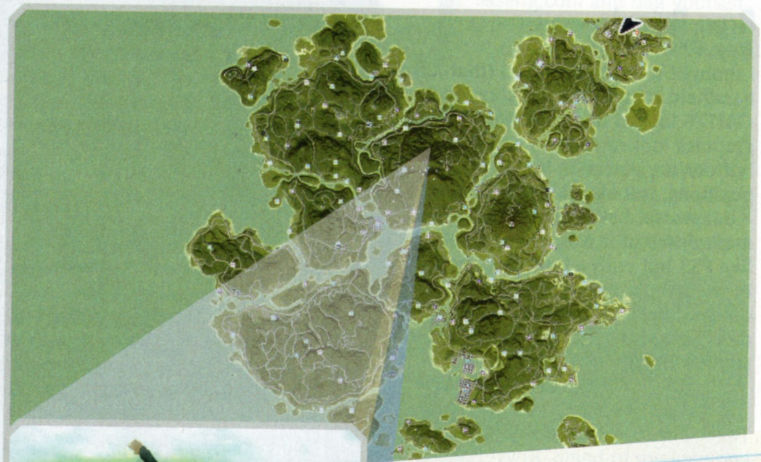
Daniel Daglish, Western Australia

Dan, it makes absolutely *no* sense to us whatsoever... nice theory, though!

Homebrewed PSP

Hi GM,

Last month (Issue 175) you said that the handheld GP2X "is an open-source machine that'll run SNES and Megadrive emulators and old PC games like *Quake* and *Doom*". What amazes me is that you have



Just Cause is big. Bigger than Godzilla. Just look at it! It's huuuuge!

Top idea Sean, you'll have raised enough wonga in no time!

Mapped Out

Dear GM,

I'm very confused, because I've heard that the *Just Cause* map is 30 times bigger than both *GTA: Vice City and San Andreas*. Just how are they doing this on a PS2 and Xbox? I'm constantly amazed that there games are pushing the limit in the machines. So what is the limit? How far can games go?

Vincent Houckham, email

MY GAME IDEA

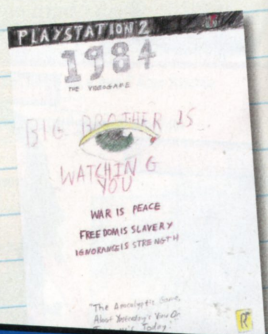
NAME: 1984: THE VIDEOGAME

COPYRIGHT: ROBBIE MCCONNELL

WHAT IS IT: A videogame adaptation of George Orwell's seminal novel *1984* – it's a free-roamer set in the totalitarian state of Oceania's capital, London.

HOW IT PLAYS: As Winston Smith, it's your job to defy the party using any means possible while trying to avoid detection and a spell in Room 101. That means spreading rumours, committing thoughtcrimes, interfering with propaganda broadcasts and generally making a nuisance of yourself.

POTENTIAL BEST BIT: Organising a rebellion, storming the streets and delivering London back into the hands of the people!



QUOTE FOR THE BOX:
"QUOTE FOR THE BOX: BIG BROTHER REALLY *IS* WATCHING YOU!"

JUDGEMENT

Granted, this dystopian thriller isn't the most obvious book to turn into a game, but Robbie's idea has all the ingredients of a gritty classic.

LOVE GAMES?

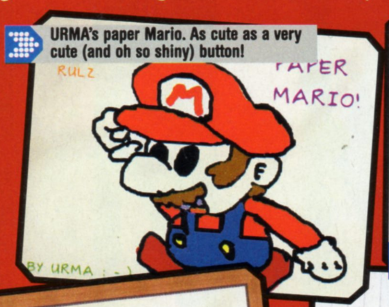
SO DO WE!
Getting all hot under the collar about a games-related debate? Caught a bizarre gaming moment on camera? Bagged a monstrous high score? Written, starred or directed in your own game-related film? (Really?) Then tell us! Send all your comments, piccies and movies to the usual addresses – the most deserving specimens might even win something!

THINGS TO MAKE AND DO!

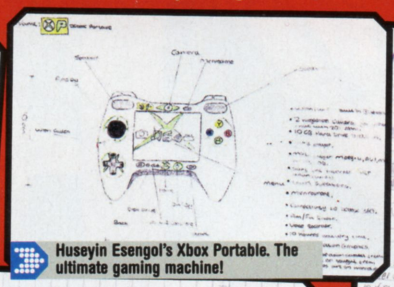
GAMESMASTER READERS GO ART-CRAZY!

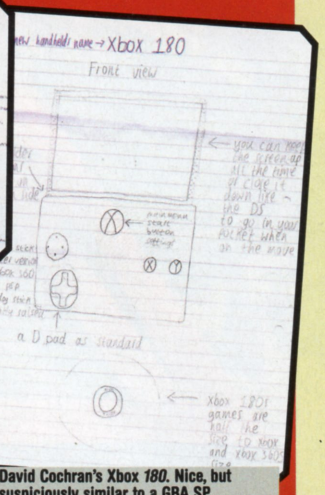
The Artpad masterpieces keep on piling in as ever – we really do love them! Top this month is Caron Chuen Cheong (proud to be a girl gamer!) and her très amusing "handheld wars" bout of fisticuffs. Elsewhere, you've been sending in some ace designs for Microsoft's Zune handheld – including a clever riff on the bog-standard Xbox 360 pad by Huseyin Esengol... but where are all the piccies of your bedroom gaming setups? Has *nobody* got a console or game collection to be proud of? What are you – gamers or mice? Send them in!

Caron Chuen Cheong doesn't think much of Microsoft's handheld!

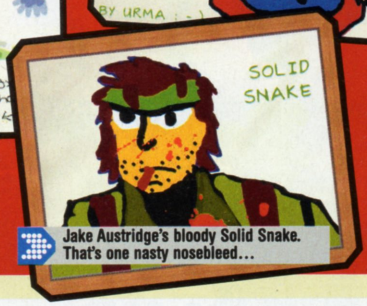


URMA's paper Mario. As cute as a very cute (and oh so shiny) button!

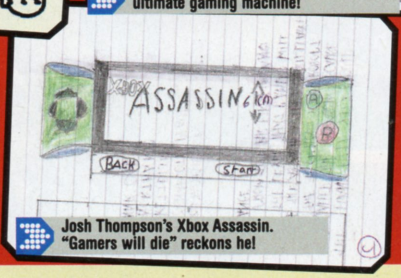

Huseyin Esengol's Xbox Portable. The ultimate gaming machine!



David Cochran's Xbox *180*. Nice, but suspiciously similar to a GBA SP...



Jake Austridge's bloody Solid Snake. That's one nasty nosebleed...



Josh Thompson's Xbox Assassin. "Gamers will die" reckons he!

never once mentioned the PSP can do all this and more. GBA, Megadrive, SNES and N64 emulators, online ports of *Quake* and *Doom*, improved web browsers, internet radio and more.

Would it be possible for you to feature a small section on PSP homebrew each month?

Fergal Carroll, email

Hmm, bit of a tricky one this Fergal. While the GP2X is built primarily with emulation and open source gaming in mind, PSP is the polar opposite! After all, why else would Sony constantly pester you to update your firmware? Basically, we can't really promote the (admittedly buzzing) homebrew scene owing to fiddly legality issues. Soz!

No GTA London

Yo GM,

In response to Shaun Lindley's mail in *GM*176, I think that the idea of *GTA 4* being set in London is a bad one. My reasons for this are:

- The last game involved *three* cities spread over one state.
- They would have to get licensing from all the car manufactures and clothing companies.
- It would have to look exactly like London, so Rockstar could not put in their own buildings.

Personally I reckon if Rockstar opt for a UK city it'll be the home of *GTA* (Edinburgh) or even Glasgow because of their homages to those cities during the last three *GTAs*...

Andrew McAllister, email

Good points Andrew, though it's also obvious which cities Vice City (Miami) and San Andreas (LA) were based on. Here at *GM* we're keeping our fingers crossed *GTA 4 will* be based on London, even if the streets *are* a bit narrower than those across the pond...

Saint's Row Row!

GM!

Why all the uproar about *Saint's Row?* People are complaining that it is too much like *GTA: San Andreas*. Duh! It scored 98%! So why complain that *Saint's Row* is too much like one of the greatest games ever? It just doesn't make sense homies!

Simon Wood, Ipswich

A good point well made, Si. *Saint's Row* is a top game, but despite an 80%, in our criticisms we reckoned it was a bit too bare-faced in its pinching from *GTA*, while somehow failing to capture that sense of humour that made *San Andreas* a 98% rated game. You copy?

Saint's Row is shameless in nicking stuff off *GTA*, but it's really rather good indeed.

Pestering the jammiest jobsmiths in the videogame business!

WE WANT YOUR JOB!

Joe Booth! What do you do?

I'm the producer for *FIFA 07* on current-gen consoles.

What's the single best thing about being *FIFA*'s producer?

Been able to bring my two passions together, football and video games!

Tell us a little about what you did before you came to EA...

i was at Ubisoft in Paris working on shooters like *Ghost Recon 2* and a brand-new IP. i've been in video games for 20 years – i used to skip school and taught myself to programme and got my first job when i was 15.

We see you're living in Vancouver! Is EA Canada a cool place to live and work?

Yes, its very cool for three reasons. 1) I'm surrounded by the best talent from all over the world, 2) the studio is huge, the biggest in the world and has the best facilities (like the world's biggest motion capture studio), 3) the city is great, even when it rains – it means it's snowing in the montains and we have three ski resorts 30 mins from work!

So how can our readers go about landing a great job like yours?

There is no set way to become a producer. Some, like me, work in other crafts like programming, game design or art, while others come from a business background. But you have to love games, want it more than anyone else and always re-invent yourself.

Any particular reason why we should all be excited about next-gen?

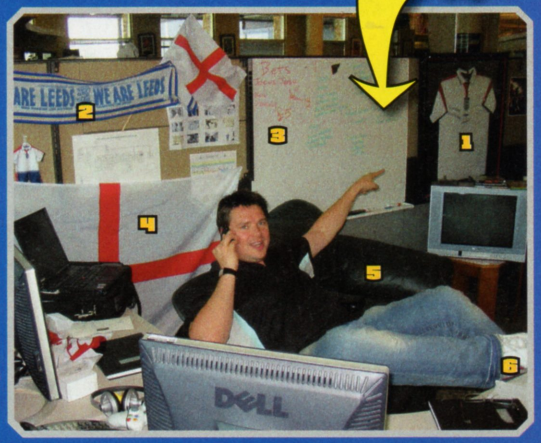
Yes, its starting to get sexy. The first cycle is always a struggle as the hardware keeps changing, but i get excited with the possibilities of our new animation engine. Plus the online stuff starts to get interesting as it becomes more mass market.

Do you think Michael Carrick is really worth £18 million? If not, who would you have bought with the cash?

Bit too steep! I'm surpised they didn't go for Hargreaves.

HOW JAMMY IS THAT?
His job is all about football! What a lucky geezer!

TOOLS OF THE TRADE



1. I'm pointing at my signed Rooney England shirt which reads 'To EA Sports, It's in the game, Wayne Rooney'.
2. My Leeds united scarf!
3. The bets – Joe vs Jenny. A five quid bet with Jenny, our Art Director, (and West Ham fan). She didn't believe I would get the New Wembley deal signed and in the game – and you can see that I can't spell!
4. England flags, 'nuff said – although Gary thought it was funny to put up his Scotland gear when I went on holiday.
5. What you cant see – I sit on the floor with the guys as I don't want to be stuck away in an office, but I have a double cube with sofas to get that front room feel, and have about six consoles set up!
6. Shoes – free swag from Nike, bless 'em!

• OUT: Wii LAUNCH DAY • DEVELOPER: NINTENDO • PUBLISHER: NINTENDO • FORMAT: Wii, GC • WEB: WWW.ZELDA.COM • PLAYERS: 1

THE LEGEND OF ZELDA®

Twilight Princess

We get our hands on the latest version of the game *everyone's* been waiting for...

Cast your minds back to the first time you used a mouse and keyboard to play a first-person shooter, or maybe the first time you put your thumb to your brand new N64 pad. Or even the first time you used dual analogue control. It felt a bit... *weird*, right? Spending half the time staring at the floor when you were supposed to be shooting someone in the face. And how long did it take you to really get used to things? A couple of hours, maybe? To feel really, truly comfortable?

Picking up the Wii controller for *Zelda* felt very much like this. Like anything new, your brain just isn't used to it. It feels a little alien – two separate controllers, both motion-sensing, covered in buttons and directional controls... there's a lot to take in. But you know what? Even with one of the most complex uses of the Wii remote we've yet seen, it took us 10 minutes to get to grips with. 10 minutes to 'get it'. Half an hour later, it feels completely natural. Controlling Link has *really* never felt so good. Honestly.

Getting To Grips

Just like Nintendo promised, for the first time you really do feel like you 'are' Link. The version we got to play, while the same as the E3 demo, area-wise, demonstrated something a bit more important – that all the little control quirks we were worried about at E3 had all but disappeared. Rather than stabbing a button to swing Link's sword, Nintendo has now opted for a more involving solution. Flick the remote to unsheath your sword, swing it horizontally and vertically, and thrust it forward to execute Link's basic combat moves. The shield bash and spin attack on the nunchuck also return, and before you know it, you're blocking, bashing and stabbing at the screen as though you were Link himself. It makes you feel far more connected to the action then just simply twizzling analogue sticks and pressing buttons.

Feel The Power

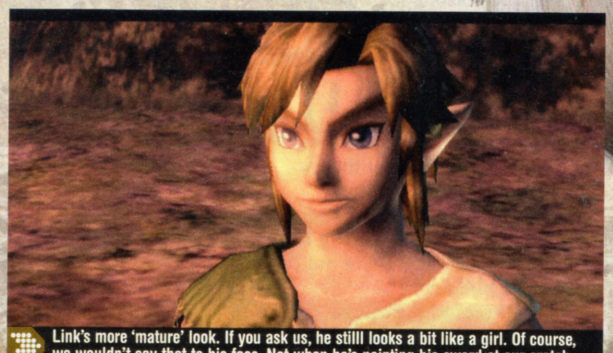
It feels... *special*, in the way that even the most mundane *Zelda* actions (like, say, throwing a box you've just picked up) become an enjoyable action in itself. And this level of immersion goes beyond just controller movement. Both the Wii remote and the nunchuck attachment have their own rumble function, so there's feedback in both your hands while you battle. Likewise, the remote's speaker, which sends out little '*phwip*' noises when you unleash an arrow, for example, furthers the level of connection you have with the action on screen. Small details like this really add up to make a *big* difference to your *Twilight Princess* experience.

Even more importantly, though, our time with *Twilight Princess* made us realise just what this amazing controller means for the future.

Consider this. Two motion-sensing controllers and an analogue stick is basically like having three – yes, *three* – analogue sticks, one in each hand and then another one on the tip of your left (or right) thumb. It's *that* versatile. Having three analogue sticks would have been impossible before – at least ones you could use all at the same time – and we can only imagine how Nintendo's game-geniuses are going to use that level of versatility in the future...

Anyway, let's not get ahead of ourselves, here. Over the next few pages, you'll find a detailed walkthrough of what we played, outlining exactly how the controller works in different situations, as well as an interview with *Twilight Princess* director Eiji Aonuma, not to mention some exclusive new screenshots. We hope they get you as excited as we are. Enjoy... GM

Link begins the game as a simple farm-boy – a *cowboy*, of sorts. Soon after this, he's dragged into the Twilight World and transformed into a wolf. Now if *that's* not enough to get him into his tunic ready for ass-kickery, we don't know *what* is.



Link's more 'mature' look. If you ask us, he stilll looks a bit like a girl. Of course, we wouldn't say that to his face. Not when he's pointing his sword at our crotch.

This terrifying, dead-eyed beast is Epona – she's going to be knackered by the end of this.

We'll be very disappointed if wolf-Link doesn't have a biting attack move. We'll be even more disappointed if you can't use it on gimp-faced mincer Tingle.

Swinging Success

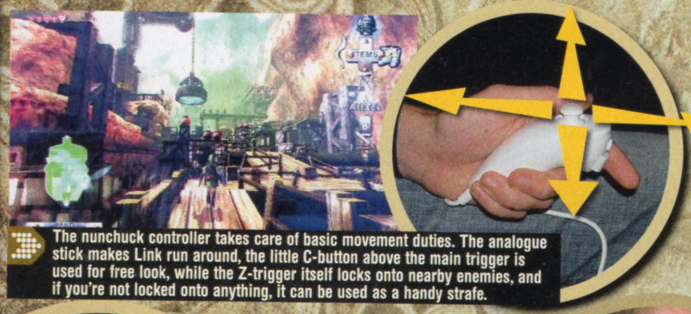
New areas, new enemies – *Twilight Princess* just keeps on impressing, but the real triumph is the integration of the Wii controller.

Blocking, shield-bashing and counter-attacking by swinging your sword is effortless. Nintendo have purposefully heightened the Wii controller's sensitivity so that you don't wear yourself out.

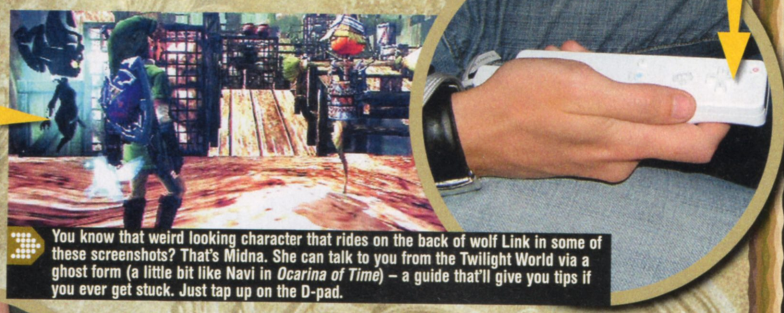
Dispatch these dark knights by back-flipping away with a stab of the A button, or leaping over them, swiping at their bonces as you gracefully arc overhead. The lock-on works a treat, as always.

All In The Wrist

Your step-by-step guide to *Zelda's* amazing new control scheme...

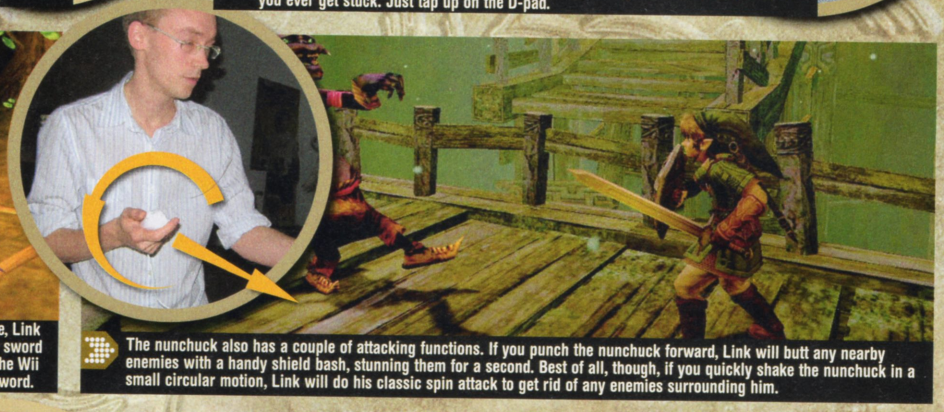


The nunchuck controller takes care of basic movement duties. The analogue stick makes Link run around, the little C-button above the main trigger is used for free look, while the Z-trigger itself locks onto nearby enemies, and if you're not locked onto anything, it can be used as a handy strafe.



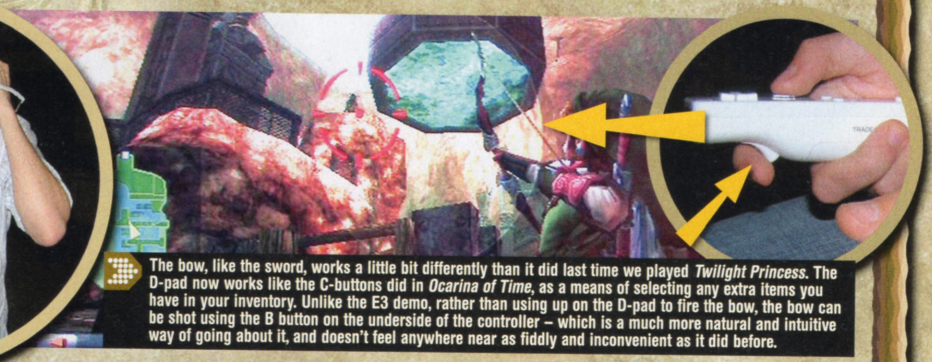
You know that weird looking character that rides on the back of wolf Link in some of these screenshots? That's Midna. She can talk to you from the Twilight World via a ghost form (a little bit like Navi in *Ocarina of Time*) – a guide that'll give you tips if you ever get stuck. Just tap up on the D-pad.

If you flick the Wii remote quickly to one side, Link will unsheath his sword. When you slash the sword from side to side, so will Link. If you thrust the Wii controller forward, Link will lunge with his sword.

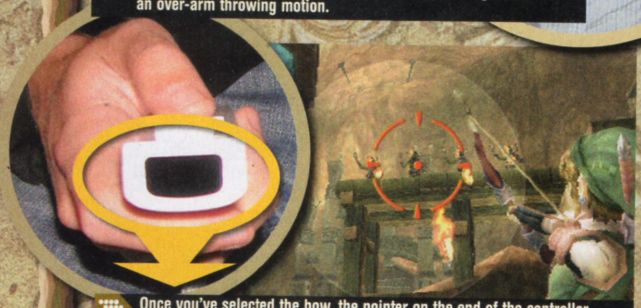


The nunchuck also has a couple of attacking functions. If you punch the nunchuck forward, Link will butt any nearby enemies with a handy shield bash, stunning them for a second. Best of all, though, if you quickly shake the nunchuck in a small circular motion, Link will do his classic spin attack to get rid of any enemies surrounding him.

Brilliantly, boxes can be picked up using the context sensitive A button, and you can chuck them at enemies by waving the remote in an over-arm throwing motion.



The bow, like the sword, works a little bit differently than it did last time we played *Twilight Princess*. The D-pad now works like the C-buttons did in *Ocarina of Time*, as a means of selecting any extra items you have in your inventory. Unlike the E3 demo, rather than using up on the D-pad to fire the bow, the bow can be shot using the B button on the underside of the controller – which is a much more natural and intuitive way of going about it, and doesn't feel anywhere near as fiddly and inconvenient as it did before.

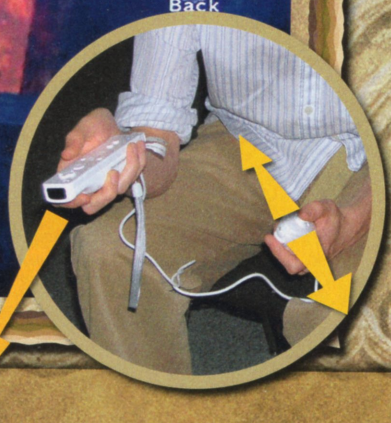


Once you've selected the bow, the pointer on the end of the controller comes into play. If you're not pointing directly at the screen a message will pop up telling you to do so, so you have to aim at the screen a bit like you would with a light gun. Once you're pointing at the screen a big red targeting reticule will appear, so hover it over an archer and let rip – obviously, head shots are the way to go here.

The boomerang can also be selected in the same way, and can target multiple points. In one puzzle we had to activate all the fans around an area by targeting them all individually, using the Z-trigger.

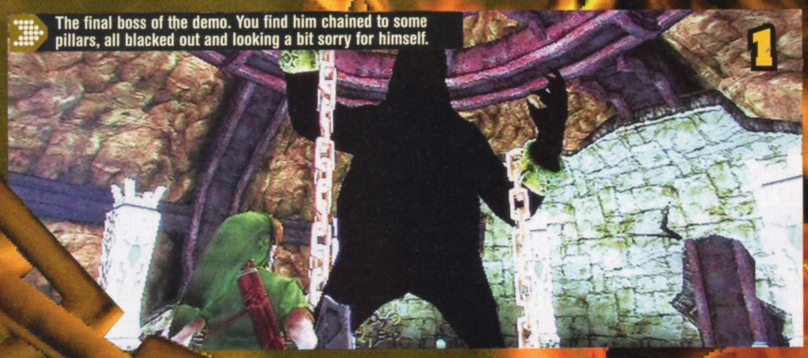
Selecting items on the fly couldn't be easier. Link's heavy iron boots are great for weighing down switches. In this case, though, we equip them mid-jump through a magnetic field, so Link attaches himself to the underside of a crane!

If you hold down the Z-trigger without locking on, you can strafe left and right while simultaneously aiming at enemies with your bow. Perfect for ducking in and out of cover to slug a Moblin right in the face!



Pyrus

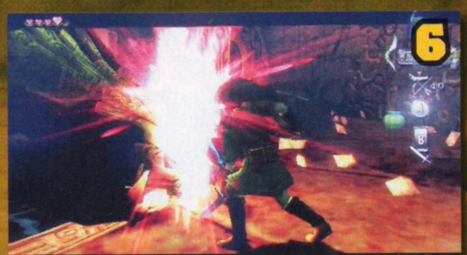
A blow-by-blow account of Link's battle with a fiery giant...



The final boss of the demo. You find him chained to some pillars, all blacked out and looking a bit sorry for himself.

RARRRGH! Pyrus wakes up and explodes with fire – all heat haze and burning embers, his chains dragging behind him.

He's got a couple of attacks. A chain swipe (nasty) and an explodey-wave-of-flame attack that bursts out in a circle.



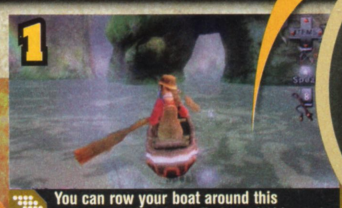
When he's on the floor, run 'round the front and stab him in the face. Jab at the telly like your life depends on it!

Quick! Run behind him and grab hold of his chain. You need to equip your iron boots to weigh you down, and then pull...

You need to get your bow out and ping an arrow right in his glowing peeper. This'll stun him for a few seconds.

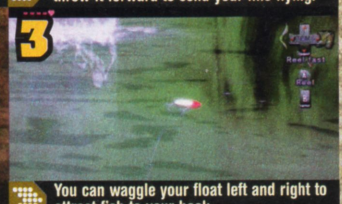
Gone Fishing

A very small demo, this – but it's a great indication of how amazingly versatile the Wii controller is.

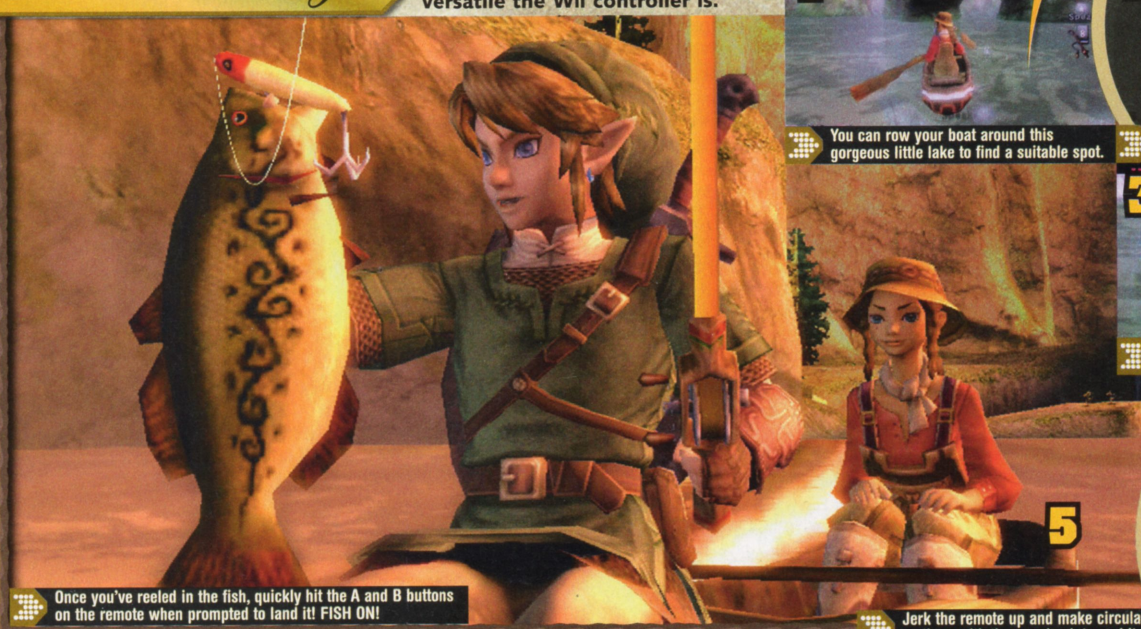


You can row your boat around this gorgeous little lake to find a suitable spot.

Pull back your remote like a rod, and then throw it forward to send your line flying.



You can waggle your float left and right to attract fish to your hook.



Once you've reeled in the fish, quickly hit the A and B buttons on the remote when prompted to land it! FISH ON!

Jerk the remote up and make circular motions with the nunchuck to reel it in.

Aonuma on Zelda

Or Eiji Aonuma, to give you his proper name! We got the chance to fire a few quick questions over to the Director of *Twilight Princess* in Japan, by the medium of speaker phone! Here's what the big man himself had to say about his latest effort...

GM: Can you describe to us how big the game is in terms of land mass? How long would it take to walk or ride from one end to the other?

EA: Ha ha! I've never actually tried – or measured it myself! But roughly speaking, in *Wind Waker* the majority of the space was the ocean, so naturally there was a huge playing field. Even in comparison with *Ocarina of Time*, we are having a much bigger area for players to explore this time.

GM: Zelda was supposed to be out last year. Since the delay, what have you spent that time doing?

EA: Not everything was complete on the GameCube version when we made the announcement that we would be implementing Wii control to *Twilight Princess*, so over the last year we have been moving ahead with integrating Wii control into the game, as well as spending the extra time improving the overall quality of the game. The actual structure of the game hasn't changed at all, but we have been able to use the extra time to brush up on the quality of the content.

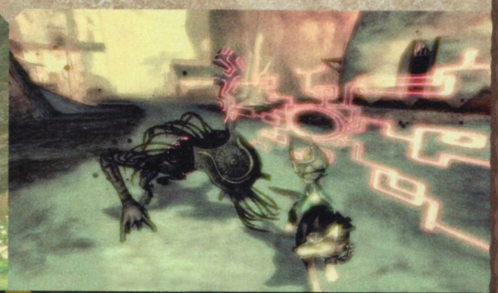
(Continues bottom left.)

Brave New World

Taking the sheer size of *Ocarina* and the sinister atmosphere of *Majora's Mask*, *Twilight Princess* is the most ambitious *Zelda* ever made.

This is the biggest *Zelda* ever created in terms of land mass, with rolling plains, woodland and sunny glades stretching out for miles.

Who needs next-gen! The level of detail is incredible. If you thought *Resi 4* looked great on GC, you've seen *nothing* yet!



The environments will be the most imaginative to date, and the darker Twilight Realm will make the game world feel even bigger.

GM: Has the implementation of Wii control changed the game in anyway from when it was GameCube only? What console is the game best suited to: Wii or Gamecube?

EA: Of course, we started making *Twilight Princess* with GameCube in mind. However, at the end of 2005, we also had to think in terms of the Wii console. The way we see it is that we wanted to make a very good GC game but at the same time we wanted to make it so that when you used the Wii controller, you got something extra out of it – that feeling of really unique gameplay, something a bit more interesting.

GM: What is it that the Wii lets you do that you couldn't do before on the GameCube?

EA: There are many things, but of course the main feature is the ability to swing your arm to control Link's sword, something that's been impossible for players to do before – even after a year of making the game, every day, every morning when I've been test playing sections of the game, I've found that swinging the sword and watching Link swinging the sword too gives me a very fresh feeling. The same applies to the bow and arrow – the fact that you're actually aiming at the screen gives play a much more dynamic feel. Something that you can only get with the Wii controller.

GM: At the end of E3 this year, there were a lot of criticism about some elements of *Zelda's* controls on Wii – what have you taken on board, and what have you changed to improve the experience?

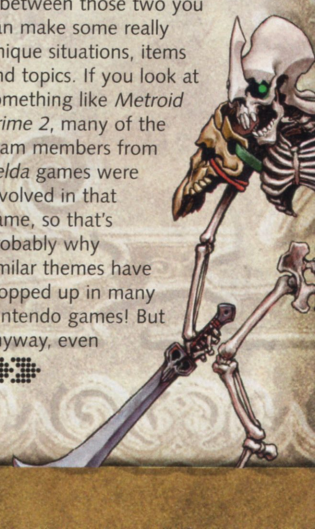
EA: Talking about swinging the sword,once again, at E3, you had to press a button to swing the sword. Afterward, we thought it would be much more fun to be able to swing the sword and make Link swing it too. Also, special item selection and use used to be on the D-pad at the top of the remote. We found that players had difficulty constantly raising their thumb up to the controller to for this – so now, we've allotted that kind of functionality to the button on the underside. Things like this make control much easier for everyone.

GM: We recently played your excellent fishing demo – are there any other mini-games that use the Wii controller in unique ways?

EA: Unfortunately, I can't disclose any specific examples! But, of course, this is *Zelda*, so everyone can look forward to plenty of mini-games! If I can give anything away though, the Wii remote does have the pointing mechanism in it, which means you can aim at something on the screen and the player can, well... fly in the air.

GM: In terms of the dual world theme (with the normal and Twilight worlds) – it's been done by Nintendo many times now, in a number of games...

EA: You know, dual world settings are very convenient for games designers and producers, especially when it comes to thinking up ideas for interesting gameplay. Where you have a 'real' world and a 'parallel' word, inbetween those two you can make some really unique situations, items and topics. If you look at something like *Metroid Prime 2*, many of the team members from *Zelda* games were involved in that game, so that's probably why similar themes have cropped up in many Nintendo games! But anyway, even



ZELDA: TWILIGHT PRINCESS

HANDS ON

PREVIEWER: Geraint

Out Of Light

The Twilight Realm is the game's central theme. Wolf Link has to purge the darkness encroaching on his land.

We know that the Twilight creatures can cross over into the normal world – but we're not sure if this place is a parallel world or an entirely different one.

This seems to be some kind of deity, an animal god that wolf Link meets in the Twilight Realm. Does it give you new powers? Is it friendly? We'll see...

though we might be incorporating similar themes in *Twilight Princess*, we're constantly trying to adapt the idea, finding new ways to make this idea more interesting to the player...

GM: Like using wolf Link?

EA: Of course! The wolf has special abilities that humans will never have, so we are really taking advantage of that. The wolf will have to eliminate the Twilight World. In terms of the wolf's abilities being different to Link, we're interested in the wolf's powerful sense of smell, so this will be important. Also, you know, the wolf will be able to use items that Link will not – so there's very interesting gameplay ideas in there.

GM: You've said in the past that this is the most 'mature' Zelda yet, what do you mean by this?

EA: We've tried to make the world of *Twilight Princess* more realistic to people, graphically speaking, but we're not aiming for reality, we're creating a fantasy world, in which players can feel as though they are playing and acting there. When it comes to Link, we're not trying to describe his characteristics. After all, we want players to 'become' Link and to relate to Link. We want Link to be the player himself, and allow freedom to his actions and thinking.

When you're getting this level of immersion, you're getting something new and unprecedented – for us, this is what makes it 'mature'.

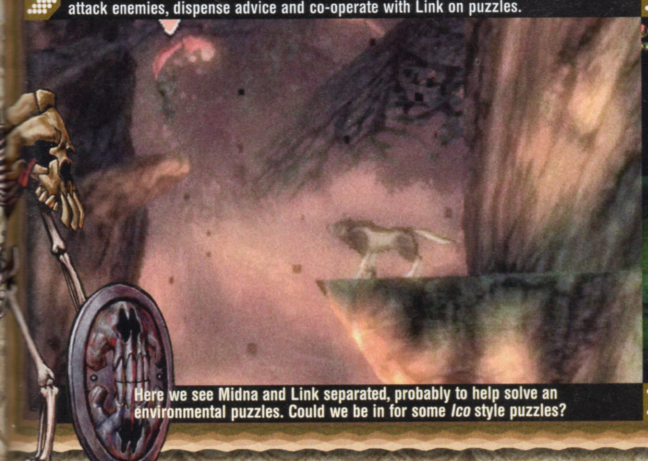
As for themes and story, this comes from the surrounding characters. There are a lot of these, and of course there are children too, but these children are introduced so that the adults can be depicted as real adult characters, they're going to act like adults, lead adult lives and be involved in more adult situations.

Dog's Life

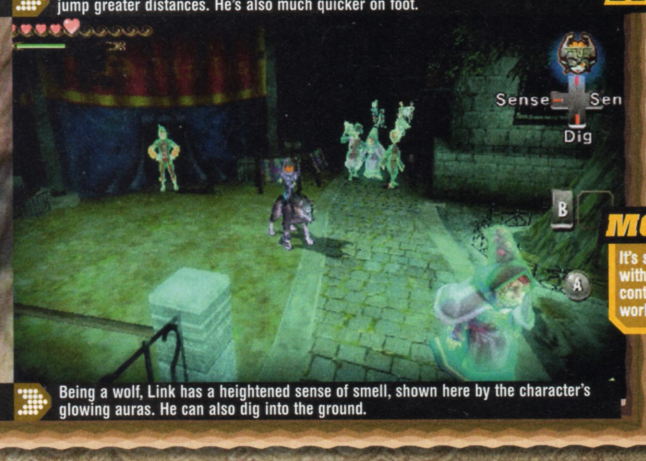
What are the mysteries surrounding Link's animal form?

Midna rescues wolf Link soon after he's dragged into the Twilight Realm. She can attack enemies, dispense advice and co-operate with Link on puzzles.

Link's animal form is much more agile than human Link, allowing him to jump greater distances. He's also much quicker on foot.



Here we see Midna and Link separated, probably to help solve an environmental puzzles. Could we be in for some *Ico* style puzzles?



Being a wolf, Link has a heightened sense of smell, shown here by the character's glowing auras. He can also dig into the ground.

HOW FINISHED?

CONTROLS

A – Action
B – Use item
Z – Lock-on
C – Free look
D-pad – Select item
Remote – Aim, use sword
Nunchuck – Spin attack, movement, shield bash

WE PLAYED IT AT...

Nintendo's HQ in sunny Germany

WHAT WE PLAYED

- ✔ Fishing minigame
- ✔ A dungeon
- ✔ A boss fight
- ✘ Horseback bits

HOW DOES IT PLAY?

It's a massive improvement on the last version. The increased sensitivity of the controllers mean more accurate aiming and less flailing about like a weirdo. The control units themselves are very responsive and offer a level of immersion we've never had in a *Zelda* game before. It's all still familiarly *Zelda*-like, but somehow the Wii controller makes things feel that little bit more special. So far so good, then. We can't wait for more!

ANY PROBLEMS?

There were a couple of times when we felt the remote didn't respond as we intended – although in fairness, this was within a couple of minutes of trying Wii for the first time, which was disorienting.

BEST BIT SO FAR

The fishing minigame was great, showing how Wii can breath new life into the simplest of games. Also, we have to say we were very impressed by the way the game looked. Beautiful!

GM VERDICT

GM LOVES

+ Swordfighting for real!
+ Reeling in fish with the nunchuck

GM HATES

- Not being allowed to take it home
- Learning how to play games again

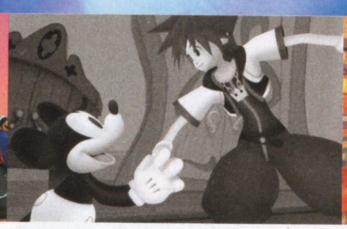
MOST WANTED RATING

It's so hard to fathom how *magical* it is without getting your hands on the controls. But we can assure you that it works like a charm...

5

CAN'T WAIT?

MOST LIKE: ..... Wind Waker, ... 97%
BIGGEST RIVAL: ..Okami (07)
OUT SOONER:..... K. Hearts 2



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REVIEWS

SELECT YOUR STAR!

✔EVERY GAME ✔EVERY FORMAT ✔EVERY MONTH

REVIEWS ED

HATH BRICE

Tropical islands? Pfft! After *Far Cry* we thought we'd seen it all. Palm trees, rippling pools and parrots were old hat, hovering slightly above WW2 games and free-roaming *GTA* clones in the 'interesting' stakes. But then one morning *Just Cause* arrived in the post, and our world changed forever. It's just so *beautiful*, and crazy and exciting and original and... well we don't want to spoil things. Let's just say we never realised how much fun you could have with a parachute until now.

But the gaming goodness doesn't stop there. Nope, there's cartoon RPG heaven on PS2 with *Kingdom Hearts 2*, WW2 wonder with *Company of Heroes*, heists on Xbox with *Reservoir Dogs* and one of the best kickabouts ever in *FIFA 07*. All in all, it's been another stellar month of gaming on both current and next-gen. We've never had it so good!

SELECT YOUR REVIEWER!

OLD TIMER — JES
Jack of all trades, master of... them all! Jes laughs in the face of everything from *Enchanted Arms* to *Call of Juarez*.

EVANS ABOVE — GERAINT
Ger claims to have once emancipated a small South American nation, killing an evil dictator using only a spoon.

CLUBBED TO DEATH — DAVE
Dave is so sporty he sleeps with a set of golf clubs, but can he tame the *Tiger?* He loves the *Reservoir Dogs* flick, too...

TAYLOR MADE — ROB
Footy mad *PES* lover Rob used to spit blood at the very mention of *FIFA*. Can EA's latest win him round?

MICKEY TAKER — CRAIG
A child trapped in a man's body, Craig grew up with *Dumbo* and is the size of Pinocchio. *Kingdom Hearts 2* awaits!

PAGE 64

JUST CAUSE™

WHO'S THIS FELLA?

Meet Rico Rodriguez, a suave Antonio Banderas look-alike who specialises in 'regime change'. This oily-mulletted hunk of man comes packing a pair of Glocks, a grappling gun and a parachute shoved down his skin-tight black pants, and he's on a one-man mission to instigate a revolution in corrupt island state San Esperito that's so audacious it'd have Castro choking on his cigar.

BEST MOVE?

This guy has more moves than Justin Timberlake. Though we love Rico's patented 'stunt position', it's all about the skydiving baby! Just been hurled from of a plane at 10,000 feet? No problemo – simply open that 'chute and sail back into action with all guns blazing.

BEST MOMENT?

Finally unlocking the Apache chopper and unleashing a world of missile pain upon unsuspecting bases full of baddies. Gotta love those chilling screams of confusion and pain. Well, either that or the first time you freefall and behold the majesty and sheer scale of the archipelago. Stunning. And then some!

KINGDOM HEARTS

PAGE 74

HERC — Mmm... ancient Greece. Is that how Herc gets his muscles so very shiny? Wah!

DONALD — Likes dressing up as a sailor. Should go down well with *Shenmue's* Ryo Hazuki, then. Or some... sailors.

GOOFY — Hillbilly hound dog who's arguably better than Pluto, but unquestionably worse than Wellard.

AURON — This katana-wielding "legendary guardian" hails from *Final Fantasy X* and sure likes a scrap.

MULAN — A brave young lass who saved her country. Face like a horse and handy with a sword.

SORA — Young hero with impossibly nice hair. Voiced by Hollywood brat Haley "I see dead people" Joel Osment.

HOW GM'S REVIEWS WORK

SCORES EXPLAINED

90%+ — Miss one of these and there's probably something wrong with your brain.

80-89% — A solid and enjoyable game with some moments of brilliance.

70-79% — Respectable enough, but not as much fun as it should have been.

60-69% — Could have been pretty decent if it wasn't for some irritating flaws.

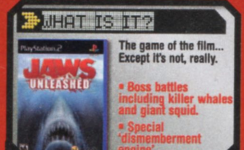
GM GUARANTEE

ONLY GAMESMASTER has reviews you can trust. This is why...

- We play and judge games on every format.
- We only review finished code.
- We only use expert, experienced game players.
- We're 100% independent.
- We want to ensure you never buy a duff game!

1. GOLD AWARD
If a game scores 90% or over we give it our Gold Award – the very best gaming action you can get!

2. INFO
This will tell you all the basic facts about a game. Who makes it, when it's out, how many players – it's all here!



3. WHAT IS IT
A very brief, simple description of the game in its most basic, easily digestible form, with some hard facts.

4. IN GAME CLIP
Four screens of a particular sequence in a game. This shows you how the game actually plays.

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ENCHANTED ARMS

ATSUMA

Meet Atsuma, spiky haired hero type so beloved of those in the Land of the Rising Sun. Apart from an enchanting hairdo, Atsuma also has enchanted arms! To, er... enchant stuff with and so on.

PAGE 71

MINCER OF THE MONTH

Makoto

Is she a boy? Is he a girl? Is it *both*? We're confused, mummy!

APE ACADEMY 2

APE

The apes in the ape academy all look so alike they may as well be called sheep. But that doesn't stop us loving the siren-wearing simians and their manic minigames.

PAGE 72

COMPANY of HEROES

A NAZI

It's Nazi versus GI for the trillionth time as the brave allies desperately try to stem the scourge of the Reich. Not that we mind though, as this game is absolutely brilliant!

PAGE 71

TIGER WOODS PGA TOUR 07

THE TIGER

He's tearing up the Majors with even more ferocity than his feline namesake, he has the hottest missus in golf and he earns the kind of moolah that makes Becks look like a pauper. What a guy!

PAGE 70

PAGE 80

FIFA 07

WAYNE ROONEY

Ah, the Roonster. Love him or hate him, you can't deny he's an absolute monster of a player – capable of turning a game on its head in an instant with one thwack from his thunder thighs...

MR. PINK

The coolest posse in cinema history (aside from the *Teenage Mutant Ninja Turtles*, obviously) mosey on down to PS2-ville to relive their diamond heist escapades. Our fave gang member? Squirrelly Mr. Pink. He was *nuts*.

PAGE 76

CALL OF JUAREZ

BILLY

This chap with the foppish fringe is Billy, exiled rebel without a clue.
Likes: Cracking whips, snaring rabbits, shooting firearms, riding horsies, teen angst.
Dislikes: Being framed for heinous crimes he didn't commit. His scary step-uncle Reverend Ray.

PAGE 78

N3
NINETY-NINE NIGHTS

WEAPON OF THE MONTH

Inphyy

Wields a blade so darn huge it'd give Cloud Strife sword envy!

INPHYY AND ASPHARR

Inphyy is "The Angel in Crimson Armor". "Reluctant Blue Knight" Aspharr abhors conflict, but that doesn't seem to stop him killing *entire armies*.

PAGE 78

FOKKER

We like Fokker. Not only does he ponce around in a bright red jumpsuit/leather gauntlet combo, but he also sports the most unintentionally hilarious name for a videogame character ever. Obviously, we know a Fokker is an aircraft, but it also sounds just like... er, you know. It's a bit like, well, *GTA*...

PAGE 68

10 THINGS YOU NEED TO KNOW ABOUT HOW WE RATE OUR GAMES

50-59% Played worse, but we've certainly played better. Average at best.

40-49% There is a game here – but you'll have your work cut out finding it.

30-39% Ever had the squits and vomiting at the same time? Same thing.

20-29% As much fun as picking someone else's scabs.

10-19% Lock the door, get a bucket ready and feel the shame wash over you.

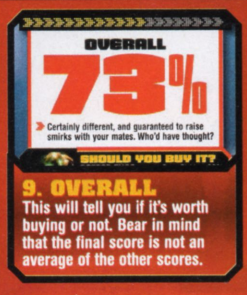
0-9% Some people are just sick.

5. FORMAT BAR
What consoles the game has been made for. We always try to test the game on as many formats as possible.

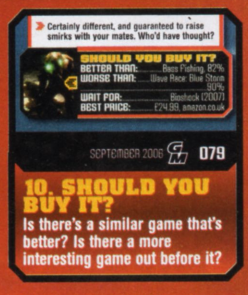
6. OTHER FORMATS
Either interesting alternatives or how the same game plays on other formats.

7. GM LOVES/GM HATES
A brief summary of what we liked about the game, and what we didn't.

8. THE SCORES
A complete breakdown of the game. How does it look? How well does it play and how long will you be playing it for?



9. OVERALL
This will tell you if it's worth buying or not. Bear in mind that the final score is not an average of the other scores.



10. SHOULD YOU BUY IT?
Is there's a similar game that's better? Is there a more interesting game out before it?

REVIEW

OUT: NOW • FORMAT: 360 • PRICE: £49.99
DEVELOPER: AVALANCHE • PUBLISHER: EIDOS • ONLINE: NO • SPECIAL: NONE
OTHER FORMATS: PS2, XBOX, PC • WEB: WWW.JUSTCAUSEGAME.COM • PLAYERS: 1

PS2 PC XBOX 360

WHAT'S IT?

Best described as *GTA* in the jungle. Take control of mercenary Rico and take on a corrupt government.

- Huge free-roaming island to explore
- Hundereds of missions to tackle

Freedom! Steal a jet fighter and climb to a ridiculous altitude and look down. All that island is yours to explore!

JUST CAUSE

Sky-dive into gaming's biggest playground of destruction...

Considering that this has absolutely nothing to do with James Bond, it's strange that *Just Cause* makes us feel more like him than any other game since *GoldenEye* on the N64.

There's the opening freefall to the game, where you parachute down to a beachhead, commando rolling across the sand, emptying bullets into everything that moves. Then there's the bit where you take down pursuing helicopters from a gun turret strapped to the back of a jeep – debris from flowery orange explosions raining down on you, while your chauffeur drives like a maniac around treacherous cliff tops to the first of your safe-houses – just in time for a mission briefing from your boss.

Somebody pinch us! Check out those clouds! They're the best we've ever seen!

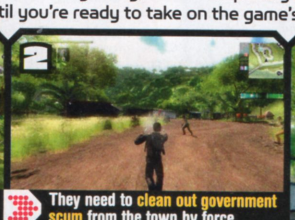
THE SKY'S THE LIMIT

It gets better, too. Grab a vehicle, any vehicle, car, bus, motorbike, Penny Farthing (okay, maybe not that one) and drive it like a madman straight off the highest cliff, mountain, volcano – whatever you fancy. Now normally, this is the bit where you go 'ooooh' before crashing and burning – but not in *Just Cause*. Just tap a button and you can ride your bus down the mountain-side like a surfboard.

VIVA LA LIBERATION

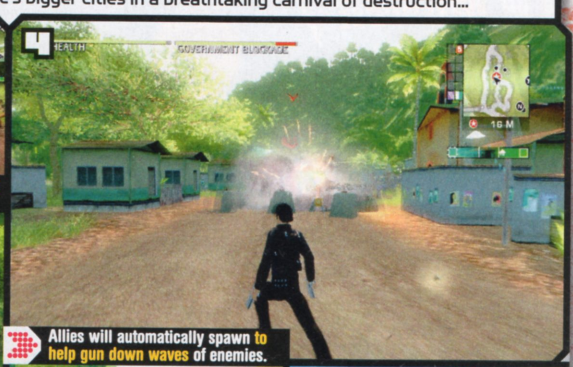
The islands of San Esperito are, at the beginning, under complete government control. You're going to have to take back the island bit by bit, village by village – until you're ready to take on the game's bigger cities in a breathtaking carnival of destruction...

Outside government-controlled towns and cities are revolutionaries.



They need to clean out government scum from the town by force.

Once you've killed enough, you'll need to take out blockades.



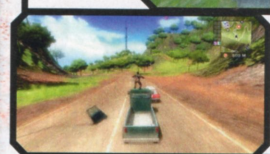
Allies will automatically spawn to help gun down waves of enemies.

Destroy a path to the town centre and raise a new flag in the square.

It will now become a threat-free safe zone under your control.

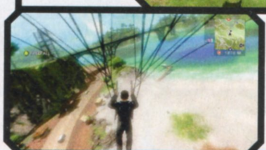
SURF'S UP

The stunt system is really easy to use – with all moves just a simple button push away.



The most useful is the ability to jump up onto the roof of the vehicle you're driving.

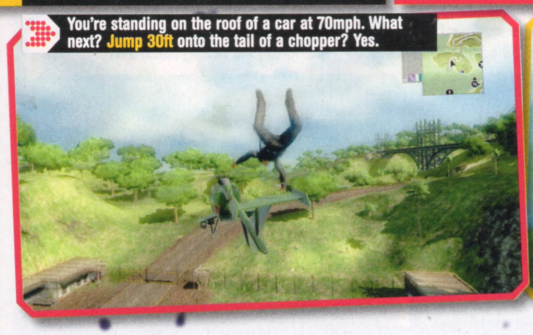
One of our favourite tricks is to launch of a cliff, still riding the top of the car...



...And opening our parachute, gracefully gliding down to another car below!

YEAH, RIGHT

There are times in *Just Cause* where you really have to suspend your disbelief. Rico can do some seriously ridiculous stunts that defy the laws of physics in the most spectacular fashion. If you're looking for something even vaguely realistic, you can forget it.



You're standing on the roof of a car at 70mph. What next? Jump 30ft onto the tail of a chopper? Yes.

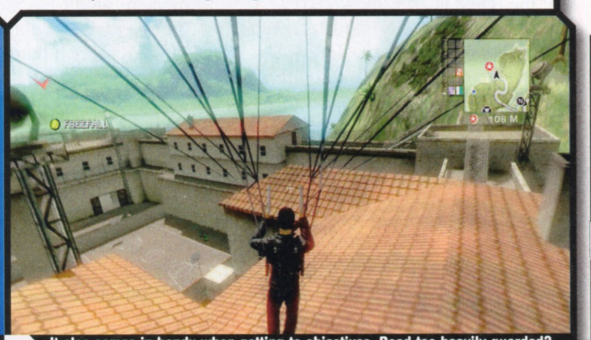
Jump off a mountain. Flying towards the ground, open your parachute meters from the floor. And survive!

In freefall, you spot a jet fighter in the distance. Fly after it, hang onto the wing, open the cockpit and jump in.

FREE AS A BIRD

Probably the most absurd thing in the whole game. If you jump off – or out of – something from a decent enough height, you'll automatically go into free fall, sending you plummeting toward earth at insane speeds. It also gives you a wonderful view of the island.

If you want to escape from pursuing forces, steal a plane, jump out at high altitude and rocket towards the earth. They'll never catch you at that speed.

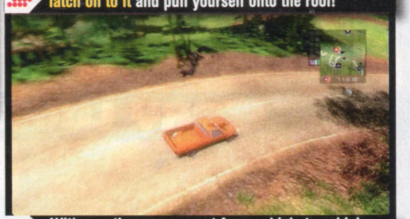


It also comes in handy when getting to objectives. Road too heavily guarded? Why not freefall right into your target's lap. Bet they weren't expecting *that!*

REEL 'EM IN

Possibly the most important piece of kit available to you is your grapple gun.

If you see a car escaping in the distance you can latch on to it and pull yourself onto the roof!



With practice you can get from vehicle to vehicle like some high-flying leather-clad Spider-Man!

"IT'S SAFE TO SAY THAT GETTING FROM A TO B HAS *NEVER* BEEN SO MUCH FUN..."

Another tap of a button opens your parachute, and you can glide to safety, watching the flaming bus of doom crash through a sleepy village, scattering pedestrians, and boiling the blood of any on-looking government officials.

It's a real thrill, make no mistake, and for the first few hours of the game, you'll inevitably find yourself exploring the island – trying to out-do your last bit of stuntage, or simply cruising the place, killing civilians and taking in your gorgeous, *gorgeous* surroundings as though it were some kind of holiday. A holiday for *psychopaths*.

It's safe to say that getting from A to B has *never* been so much fun. The process is remarkably versatile. Hopping from one car roof to the next, for instance. Or parasailing behind convertibles, grabbing onto the wing of a passing plane before freefalling down to to a low-flying helicopter, kicking the pilot out through the passenger seat and parachuting to the top of a bridge before you crash it into a hillside...

There's a real sense of freedom to your actions, you get the feeling that you can do pretty much whatever you want, approach any mission however you please, and really improvise the way you go about your lead-pumping ass-kickery. *Just Cause* gives you the kind of free rein and genuine options that you rarely see successfully implemented in games.

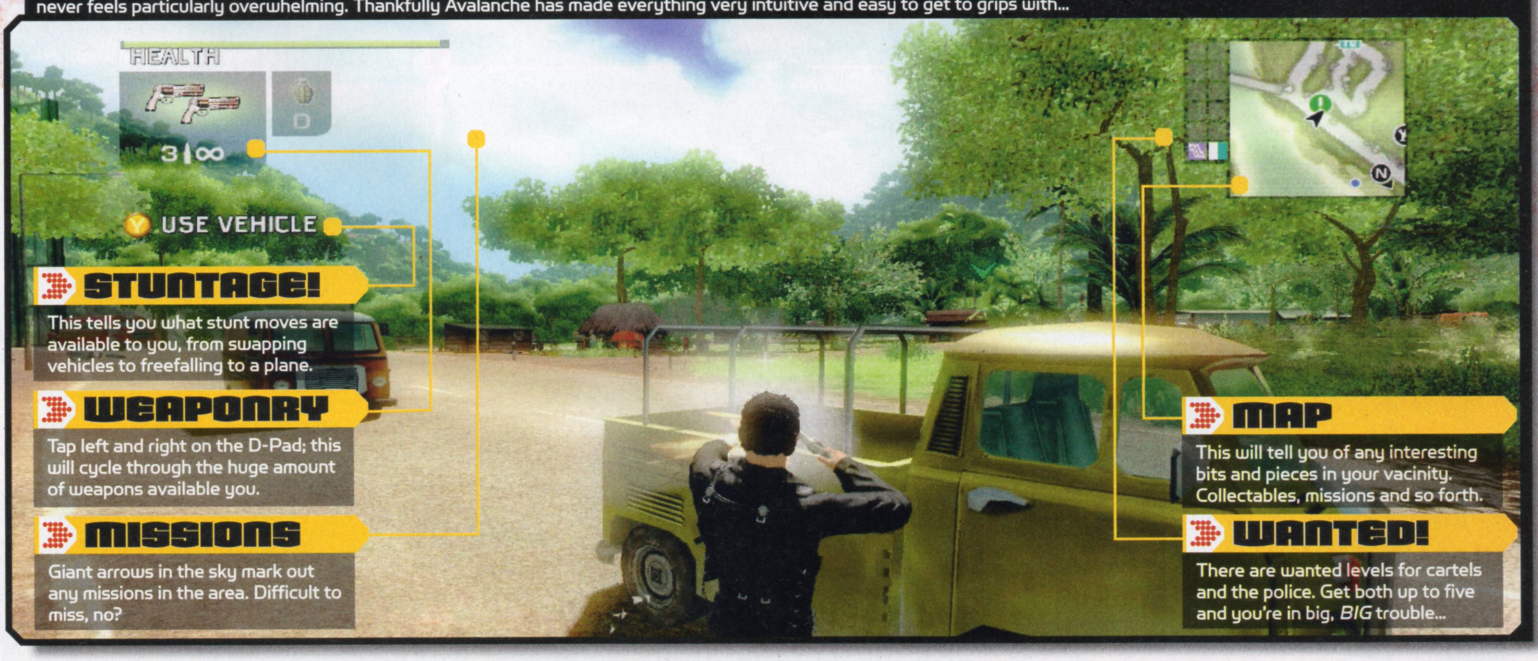
DOWN TO BUSINESS

Of course, there is a point to the game, other than messing around blowing the hell out of everything. You're an Antonio Banderas-a-like, on a mission to overthrow the government of San Esperito – a South American island ruled by a corrupt government who are packing the old WMDs (ain't that always the way). It's your job to rally the island's rebellious factions and get the government overthrown.

Which basically means a *GTA*-style mission system. Go to the marker on the map, pick up your task, and then

VIEW TO A THRILL!

Despite the knee-weakening size of the island, the amount of weapons available to you, range of vehicles, types of missions, stunts and collectables to concentrate on, *Just Cause* never feels particularly overwhelming. Thankfully Avalanche has made everything very intuitive and easy to get to grips with...



PC

XBOX 360

SIGHT FOR SORE EYES

If you thought some of the sights in *Oblivion* were impressive, you haven't seen *anything* yet. *Just Cause* is home to some of the most stunning next gen scenery we've ever seen – rolling hills, sheer cliff faces, beautiful lighting that changes subtly as the sun moves across the sky... as far as environments go, Avalanche has really nailed it.

Grab a boat and head out to sea, swing the camera to face the sun, and marvel at the colour.

Steal a plane and fly thousands of feet into the air and jump out to see the island below you.

By air or by sea, nightfall is a sight to behold. The twinkling stars framed by subtle blues are dreamy.

You can't beat a pleasant stroll on the beach and *Just Cause's* coastlines are the best we ever seen.

follow the next marker to your objective. To help pad things out a bit there are also around 150 sub missions – tasks set for you by various gang lords, mercenaries and so forth – as well as package collection quests in various towns and costal areas. So there's plenty to do, then – and anyone who's played *GTA* (which makes most of us, then!) will be familiar with the structure – but there are definitely problems...

For the most part, this boils down to the fact that the island itself is just so damn big. Not just 'a bit big', but absolutely, ridiculously *massive*. Now, in something like *San Andreas*, where you have very distinct zones, you can look at your environment and have a pretty good idea where you are in relation to everything else. Not so in *Just Cause*. You see, the island is 70% jungle, 20% coastline and 10% city/industrial. Which means that everywhere looks just like everywhere else. Sure, it's absolutely lovely to look at, but you never really get as strong a sense of place as you do in *GTA*. It also means that, for the most part, you'll be staring at thick foliage, and should you find youself lost in the middle of it, you'll be staring at it for a good 10 minutes as you try to work your way back to a road, or to civilisation. Without much in the way of prominent landmarks, or without much in the way of diverse locations, the jungle, no matter how pretty, soon starts to get a bit, well... dull.

And there are other problems too. The missions aren't the most imaginative in the world, usually boiling down to 'collect this and bring it here', 'blow up this place and go back to here', or 'kill this person and then return to there'. Likewise, side missions prove just as repetitive – with a mix of errand-boy tasks and liberation missions, which boil down to killing the police and blowing up blockades. You can argue that these are pretty decent in their own right, but after doing them five, six, seven times, it's hard to not to start wishing that developers Avalanche could have either thrown in a little bit more variety, or made you feel that your actions in the missions were making some kind of noticable difference to what's going on in the island. What makes matters worse is the fact that the main story missions run disappointingly short – so to get the very most out of the game, and finish it in its entirety, you're going to have to concentrate on these smaller, more boring tasks.

HAVING FUN YET?

So, actually, there are a lot of problems – problems that stick out like a sore thumb. The game's cut-scenes, for example, are pretty dreadful, and wouldn't look out of place in an early PSone game. Character

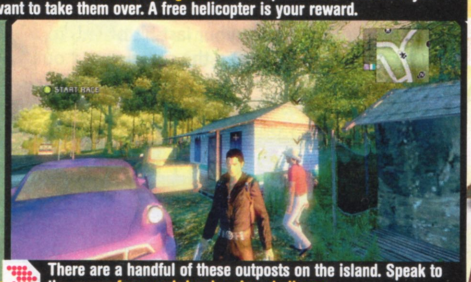
MILITARY LOVE ISLAND

This is the island's main airport. Here you can pick up commercial airlines for spectacular tours of *Just Cause's* massive environment.

This concrete jungle is San Esperito's capital city – it's absolutely massive and hides loads of hard-to-find collectables.

These villas are cartel strongholds. Get help from local militia if you want to take them over. A free helicopter is your reward.

Just look at it! At well over 1000 square miles San Esperito is one of the biggest game environments ever!



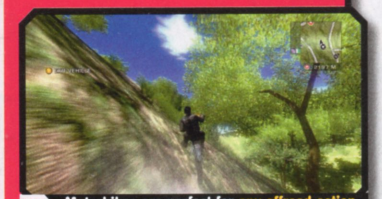
There are a handful of these outposts on the island. Speak to the owner for a rock-hard racing challenge.

The island's most impressive natural feature – a gigantic volcano. Right in the middle, you'll find a huge, um, brothel.

If you're ever short of a decent vehicle, head to a military base for some serious ass-kicking hardware-o-death.

FULL AUTO

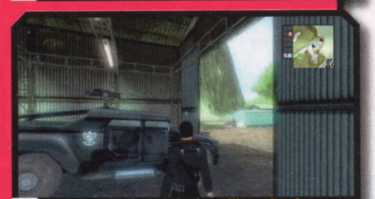
There's a huge range of vehicles, from scooters to various convertibles and sports cars to some serious military hardware. Even before planes and boats there's plenty to choose from.



Motorbikes are perfect for any offroad action – cutting though trees and up hills easily.

Cars range from rubbish minis to sports cars, but most have a pretty handy turn of speed.

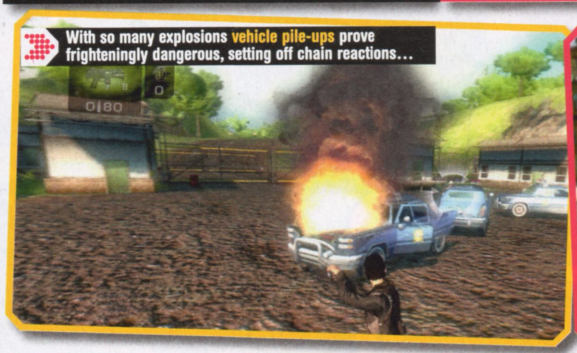
There are plenty of specialised motors too – from quads to 4x4s and all handle differently.



Best of all though is the military hardware. Tanks and armoured rocket launchers!

CAR-MAGEDDON

Fighting it out in one of the many city's streets is a sight to behold. If your wanted level for gangs and police is at its maximum, everything kicks off mad-style.



With so many explosions vehicle pile-ups prove frighteningly dangerous, setting off chain reactions...

... Of exploding cars, until burning vehicles actually start raining from the sky like some metal hail-storm.

There are some interior locations but they're nowhere near as pretty as the main island.

SAFE AS...

Explore the island and you'll unlock safehouses dotted around the place.

If you die, these are the places you respawn in. Here you can top up your health and ammo.

You can also store vehicles GTA-style for use whenever you please. Best left free for tanks then!

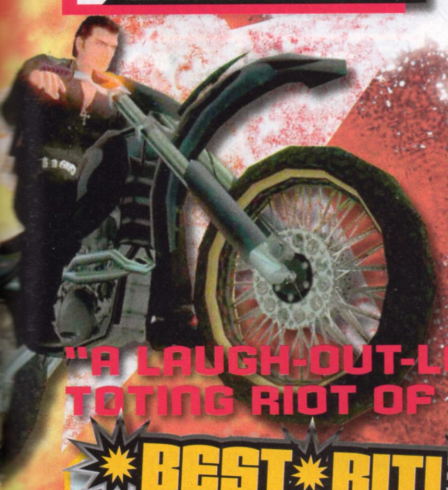
Other Formats

How ti plays on other consoles:

Saint's Row. We gave it 80% last issue. It's a similar free-roaming, kill-everything action game.

Or try these:

PS2 Mercenaries.....90%
CUBE Battalion Wars.....90%



animation is also pretty ropey, and makes Rico, the lead character, mince around like he's clenching a watermelon between his cheeks. And then there's the weapons. they're not really very satisfying to use, and are so bland and unbalanced that you find yourself using your default twin-pistols 99.9% of the time, just because the other guns really aren't that much better. Which is a shame.

But you know, for all its glaring faults, *Just Cause* still manages to be good, *dirty* fun. When you're up to your neck in explosions, frantically trying to outrun government forces, or soaring over their heads in a stolen missile-launching chopper, you forget about all these faults. It's a real rollercoaster of a ride, big on silly, over the top, summer blockbuster-style violence – and laughably, entertainingly low on realism.

The fact that Rico can fly through whirling chopper blades and jump 500 meters up to a helicopter from the back of a car simply doesn't matter – because it's funny. The fact that the game's civilans, gangs and policemen are about as smart as a lorry load of haddock doesn't matter, because it's *funny*.

Things like looking on from the safety of the sea while the police drive like idiots off the harbour side trying to get at you could be evidence that there's something not quite right about *Just Cause*. But you know what? We don't *care*. It adds to the whole experience in our book. It stops you from taking things too seriously, makes you play it for what it is – a laugh-out-loud, gun-toting riot.

"A LAUGH-OUT-LOUD, GUN-TOTING RIOT OF ACTION"

JUDGEMENT

GERAINT

GM LOVES

- Over the top stunt moves
- The parachute
- The beautiful island
- Jumping 30ft up to a low-flying helicopter

GM HATES

- The missions aren't the most engaging
- The main story is a bit on the short side
- The different weapons should have been much better

GRAPHICS 3/5
Stunning environments, let down by poor character models.

GAMEPLAY 3/5
Amazing sense of freedom, but the mission structure is relatively poor.

LIFESPAN 3/5
The main story is fairly short, but there's tons to see, do and collect.

OVERALL

83%

If you can look past the obvious flaws, you'll find a massive, hugely enjoyable action romp.

SHOULD YOU BUY IT?

BETTER THAN:..... Saint's Row, 80%
WORSE THAN:.....GTA San Andreas, 98%
WAIT FOR:..... GTA 4 (2007)
BEST PRICE:.....£39.99, www.play.com

BEST BIT!

It has to be the way it makes you feel like a total badass. You can cause so much destruction, fend off waves of military forces and massacre hundreds.

You can pretty much do whatever you please, and go wherever you want – usually by...

...Stealing lethally armed vehicles and just blowing the hell out of everything. *Brilliant!*

REVIEW

• OUT: NOW • FORMAT: PSP • DEVELOPER: CAPCOM • PUBLISHER: CAPCOM
• PLAYERS: 1-4 • SPECIAL: AD-HOC WIRELESS MODE • OTHER FORMATS: NONE

WHAT IS IT?

Both the *Power Stone* games on one UMD – including an option to play them together in one squashed-together megascrap. Yeah!

- 15 playable characters
- Three gamers can share one UMD

HOW IT PLAYS!

It all goes a bit Indiana Jones as our brave scrappers flee a gigantic boulder.

POWER STONE COLLECTION

Chef vs. puppet boy? It can only be a Capcom beat-'em-up...

Capcom might be known for their mano-a-mano fighting, but in between dozens of 2D fighters there was *Power Stone* and its sequel on the Dreamcast, a crazy free-for-all between comedy chefs, rosey-cheeked robot children, fighter pilots and cowboys. And now, with the PSP offering a new lease of life for ancient games, they've bundled both *Power Stone* games together and decided to sell them as a set. Nice, eh?

This isn't just a couple of old Dreamcast games cobbled together and shrunk down to PSP-size, though – oh no. Capcom have improved the camera system, allowing you to switch between mid, wide and close-up shots on the fly. They've also included some nice multi-player options – although you can only play in local wireless mode, it's possible to game-share one disc between up to four players. Because it's in the free-for-alls that *Power Stone* works best – one-on-one fights tend to get one-sided very quickly, with one fighter grabbing all the cool kit as soon as he's knocked his opponent down, but when everybody's hitting each other there's much more to play for. Each level's peppered with guns or comedy extra weapons, but the key is finding the Power Stones themselves – grab three and your character turns into his android/golden samurai/whatever alter ego and dishes out the destruction like a sumo wrestler at a picnic.

STONE COLD

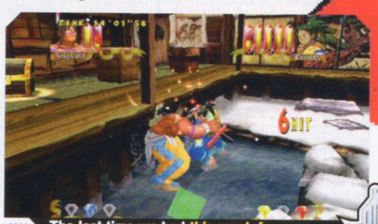
There are more ways to win a fight than simply punching the other person until they fall over, as seen in *Power Stone's* magnificent story mode. Behold, and understand!

Environments start static, but then things get punchy and everything starts shifting around.

In some levels you're simply trying to keep ahead of the collapsing environment.

In others you can use the environment, by bouncing off poles or manning gun turrets.

The real fun's in combining all the crazy weapons and walls into one vicious combo.



The last time we had this much fun was when Rob spilt his Pimms on a skinhead.

Other Formats

Alternatives on other consoles:

DS	Viewtiful Joe: Double Trouble	80%
XBOX	Soul Calibur 2	91%
PS2	Soul Calibur 3	90%
CUBE	Super Smash Bros. Melee	94%

JUDGEMENT

JOEL

GM LOVES

+ Two classic games for the price of one!
+ Brilliant interactive environments
+ Four-player support from one UMD

GM HATES

- Shrinking down to PSP size isn't the ideal move, as everything's a bit too fiddly and indistinct

GRAPHICS 78%

Lovely detail and design, if a bit confusing due to the squiahed size.

GAMEPLAY 90%

More fun and frantic than a pillow fight in a chocolate factory.

LIFESPAN 75%

Some unlockables, but the main fun's in trying out all the different characters.

OVERALL 79%

Still one of the best free-for-all fighters around, but the PSP doesn't do it any favours.

"EACH LEVEL'S PEPPERED WITH EXTRA WEAPONS"

Getting your three 'stones' and going mental, laying waste to everything in your path.

SHRUNKEN STONES

The only real problem with *Power Stone Collection* is that it doesn't translate as well as *Street Fighter* to the PSP – on the small screen it's often difficult to make out the game's beautiful design, and at times it can be tricky to figure out what's going on. Other than, it's another solid effort from Capcom. But when's *Strider Collection* coming out? That'd make us happier than a puppy in an enormous sack full of Andrex. GM

Super characters + environmental interactivity + weapons = super hot fun! Lovely.

SHOULD YOU BUY IT?

BETTER THAN: ..... Super Parm
WORSE THAN: ..... Street Fighter Collection
WAIT FOR: ..... Super Smash Bros Brawl
BEST PRICE: ..... £39.99 Play.com

• OUT: NOW • FORMAT: PS2 • PRICE: £29.99 • DEVELOPER: BLACK BEAN
• PUBLISHER: BLACK BEAN • ONLINE: NO • OTHER FORMATS: PC
• WEB: WWW.SUPER-BIKES.BLACKBEANGAMES.COM • PLAYERS: 1-2

Successfully overtaking an opponent on an inside corner. Harder than rocks, this is.

SUPER-BIKES RIDING CHALLENGE

More like super-hard riding challenge...

Don't come to *Super-Bikes Riding Challenge* expecting a hair-raising, rubber-burning, powersliding thrill-ride.

Why? Because this is a pretty hardcore simulation that takes time to get into, and requires a lot of effort and consideration if you want to succeed.

BIKE BLUES

While it may lack the pizzazz and grandeur of something like *Moto GP*, if you're a serious two-wheel petrolhead, this is as exhaustive a sim as you could ask for. The handling feels solid, learning to use the front and rear brakes properly pays dividends, and it's licensed up the wazoo, even down to the helmets. There's also further depth in techiques such as drafting, 'intimidating' opponents by driving up their rear ends and a skill-based system lets you upgrade your rider in certain areas. It's a big game too, incorporating multiple challenges as well as a sprawling (and bloody hard) career mode.

But is it fun? That's a tricky question. It's punishingly difficult; turn the driving aids off and it's a whole different ball game, making it incredibly easy to topple over or skid out. It's a game that requires dedication and perseverance, and while mastering the game – a gargantuan effort – brings with it a feeling of accomplishment, it's a long hard road to success. It's a little dry and unfriendly, and also sports some poor tutorials in the riding school, which often tell you what to do but not exactly how to do it (more detail on the front and rear braking, for instance, would have helped us out immeasurably). One that's mostly for hardcore bikers, then.

Getting caught in the pack is a recipe for disaster on corners. Be careful!

Oof! That's got to hurt. Get used it – this is a familiar sight in *Super-Bikes*.

JUDGEMENT — JES

GRAPHICS 3/5
Lags behind *Tourist Trophy*, but there's really nothing to complain about.

GAMEPLAY 3/5
A considered simulation – too tricky to get to grips with due to poor tutorials.

LIFESPAN 2/5
Immense, if you can stick with it. But it's not exactly thrilling...

OVERALL

71%

A weighty bike sim that'll mean more to proper petrolheads than mainstream gamers.

SHOULD YOU BUY IT?
BETTER THAN:..Sports Superbike 2, 65%
WORSE THAN:.....Tourist Trophy, 81%
WAIT FOR:...Motor Storm (PS3, March 07)
BEST PRICE:.....£24.99, amazon.co.uk

This requires complete luck as opposed to skill. Annoying.

Whack the clay pigeons. They go so fast it's virtually impossible to do.

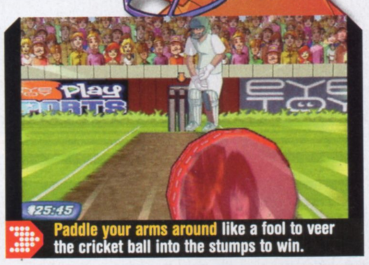
EYE TOY Play SPORTS

Who says you can't be sporty and play games?

We have to admit, the Eye Toy has slipped off our 'fun' list of late. Three years ago it was our ultimate party game, now it's been replaced by the more refined *Singstar* and *Guitar Hero* and all seems a bit simplistic.

Eye Toy Play: Sports is frustrating. Once the novelty wears off from seeing your face on the TV, stuck on the body of a golfer or wrestler (which probably happened some time ago if you've played any of the other *Eye Toy* games), there's not much left. The game does boast an impressive 101 mini-games, which sounds good, but this is too slow-paced to be an interactive *Wario Ware* and at least three-quarters of those games don't control as well as they need to or are just too samey.

It's really a party game, so with a few people playing at least you've got each another to battle against instead of just the inaccuracy of the controls. So games like bouncing a basketball or jumping along in a sack race can be fun. But don't expect much from the single-player experience except one drawn out mini-game after another.



Paddle your arms around like a fool to veer the cricket ball into the stumps to win.

JUDGEMENT — KATH

GRAPHICS 3/5
There are some nice comedy effects but the graphics are middling.

GAMEPLAY 3/5
It's got enough games to keep you entertained if you're playing with others.

LIFESPAN 2/5
It's good for a few short blasts with friends but it's otherwise frustrating.

OVERALL

59%

EyeToy started off strong, but the games seem to be getting increasingly bad.

SHOULD YOU BUY IT?
BETTER THAN:..Buzz: The Big Quiz, 58%
WORSE THAN:..... Eye Toy: Kinetic, 76%
WAIT FOR:.....Wii Sports (TBC)
BEST PRICE:.....£29.99, amazon.co.uk

• OUT: NOV 3RD • FORMAT: PS2 • PRICE: £39.99 (WITH EYE TOY)
• DEVELOPER: SONY • PUBLISHER: SONY • ONLINE: NO • SPECIAL: EYE TOY
• OTHER FORMATS: NONE • WEB: PLAYSTATION.COM • PLAYERS: 1-8

At last, a game that's simple but fun. Just bounce the basketball as fast as you can.

OUT: 22/09/06 • FORMAT: XBOX • PRICE: £39.99 • DEVELOPER: EA • PUBLISHER: EA • ONLINE: YES
OTHER FORMATS: XBOX 360, PS2, PC, PSP, GC • WEB: WWW.EA.COM • PLAYERS: 1-4

WHAT IS IT?

EA's annual obligation to all those that are hooked on the Tiger branded golf sim.

- New Team Tour mode
- 21 courses
- 21 licensed golfers

IN GAME CUTS

Whenever you're required to hit your longest drive or longest putt the pad starts to rumble...

TIGER WOODS PGA TOUR 07

Teach Tiger how to play the team game!

In a Ryder Cup year it seems very apt that EA introduce the Team Tour option into their successful golf series. It allows the gamer to gather a team together to tackle the world tour, so you can pick your power players for the wide open US courses and the technically precise golfers for the tricky Links courses – it's basic teamwork but something Mr Woods could do with a few pointers on, as for all his individual success he's never had much of an impact on the US vs Europe competition. And lets hope that trend continues.

As for his golfing sim, it really is business as usually – the same overwhelming amount of options, the same beautifully-weighted control system and the same rewarding gameplay. Then, alongside the Team Tour mode, there's a few new pro-golfers and seven new courses, which we suppose allows EA to slap on the *07* and call it a new game.

The trouble for EA is that they nailed the golfing sim about four or five years ago when they put the swing control on the analogue sticks. So it's not like the *FIFA* series where there's real sense of there being a work in progress, it's just the odd tweak and cosmetic touch up. Let's hope there's a chance to shake things up when EA use the next-gen consoles to try and raise the bar again, and surely the Wii with its motion-sensing remote controller present2 a unique opportunity.

Until then all there is to say is that *Tiger Woods* is good, but then isn't it always? Perhaps it's time for a change, though, eh?

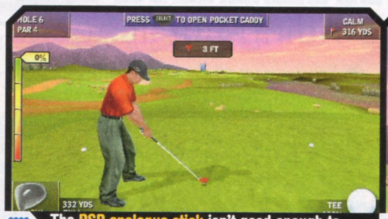
GM

"IT'S BUSINESS AS USUAL – THE SAME BEAUTIFULLY-WEIGHTED CONTROL SYSTEM"

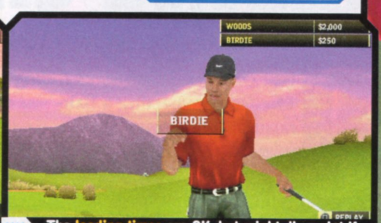
ON THE PSP

Tiger Woods should be perfect for handheld gaming, but EA's decision to use power bars and analogue control for the swinging doesn't haven't the same intuitive feel as the console version. Still, it looks pretty and the loading times are snappier than they were last year.

OVERALL 72%



The PSP analogue stick isn't good enough to handle the shot mechanism.



The loading times are OK, but might disapoint if you're expecting console style quickness.

BEST BIT!

Spanking a drive, getting the fancy replay and knowing that you've got a nonchalant flop to get it onto the green.

Play with Tiger after struggling with an amateur and he seems superhuman.

Other Formats

The closest alternative on your console:

PS2	Real World Golf 2007	72%
CUBE	Mario Golf: Toadstool Tour	84%
XBOX	Tiger Woods PGA Tour 2006	90%

JUDGEMENT

GM LOVES

+ The satisfaction you get from playing aggressive and successful golf
+ Admiring your developing stats

GM HATES

- The crowd noises from the non-existent crowds
- The cheeky commentary
- The menu screens seem overly fussy

GRAPHICS 78%
OK. No huge leap forward and everything kept relatively simple.

GAMEPLAY 82%
Rewarding when you really test yourself. A wide variety of shots.

LIFESPAN 85%
Golf games can last forever, especially with decent multi-player rivalry.

OVERALL 77%

EA keep it tight and predictable to see out this generation. Good, but familiar.

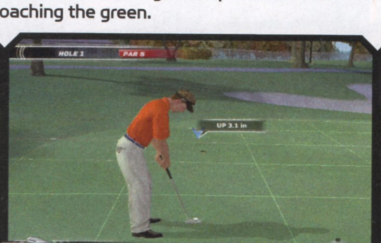
SHOULD YOU BUY IT?

BETTER THAN: Real World Golf 2007 (72%)
WORSE THAN: True Swing Golf
WAIT FOR: Tiger Woods 2008
BEST PRICE: £29.99 amazon.co.uk

STICK SHIFT

Tiger Woods really comes to life when you use all the tools at your disposal. Learn how to manipulate the ball with spin, use fade and draw, and mix up your shot type when approaching the green.

The flop is a great shot as the ball tends to land dead. The only problem is judging the distance.



It's much harder to judge a chip than a putt even if it is from just off the green.

Punch shots are great for finding the fairway from some unforgiving rough

- OUT: NOW
- FORMAT: XBOX 360
- PRICE: £49.99
- DEVELOPER: FROM SOFTWARE
- PUBLISHER: UBISOFT
- ONLINE: YES (VERSUS)
- OTHER FORMATS: NONE
- WEB: WWW.UBI.COM
- PLAYERS: 1-2

ENCHANTED ARMS™

Will the sequel be *Enchanted Legs?*

This is quite the gayest game we've ever played. There's nothing wrong with that, of course, but you might be surprised as just how camp it is – check out the constant vying for Toya's affections (one of the three main characters) from all the boys at Enchant University, which must be flattering, plus the explicitly effeminate Makoto.

All that aside, this isn't a bad effort for the 360's first 'proper' RPG. It's possibly a bit basic in some ways – there's a marked lack of side missions – but the follow-the-plot straightforwardness of it all is pleasing if RPGs usually leave you paralysed through sheer choice.

The turn-based battles work well, too, and the addition of 'Golems' – fantastical robotic fight-minions – add plenty of customisability. It's a glorious-looking game, too, even if the shiny loveliness of the early stages soon gives way to rather more drab surroundings.

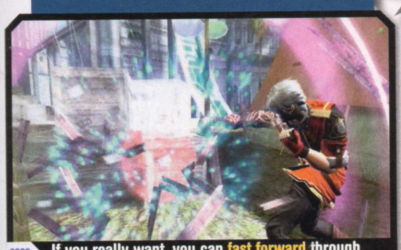
Sadly, the voice acting is almost uniformly terrible, and the copious talking heads – there's a lot of chat in here – prompt swift prodding of the A button.

Nevertheless, this is a solid and entertaining slice of turn-based number-crunching. GM

RING TIME!

Fighting takes place in two 4x3 grids, and each character moves and chooses an attack before spectacular cut-scenes illustrate the action. Element-based attacks provide subtlety and strategy, and being able to use Golems – magical doll-like fighters – provides a sheen of Pokemon-esque collectability. All very nice, then, eh?

Each attack gets a fancy cut-scene that you can view from different angles. They're very impressive.



If you really want, you can fast forward through attacks. Not that you'd want to.

Once you've got a Golem or two you can enter fight-based championships.

JUDGEMENT — JES

GRAPHICS 80%
Simply glorious – at least until the environments get a bit dull.

GAMEPLAY 72%
Decent, uncomplicated roleplaying, but it's not anything particularly special.

LIFESPAN 70%
An absolutely massive 50-hour adventure, plus online fighting!

OVERALL

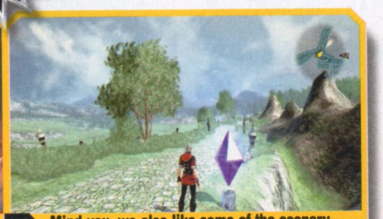
74%

Camp as Christmas and surprisingly fun, this quirky RPG is a decent enough romp.

SHOULD YOU BUY IT?
BETTER THAN:.. Ninety-Nine Nights, 60%
WORSE THAN:..... Oblivion, 94%
WAIT FOR:..... Blue Dragon (2007)
BEST PRICE:..... £39.99, amazon.co.uk

BEST BIT!

The special effects during the fights are out of this world – very impressive indeed.



Mind you, we also like some of the scenery – it really is very pretty.

- OUT: NOW
- FORMAT: PC
- PRICE: £34.99
- DEVELOPER: RELIC
- PUBLISHER: THQ
- ONLINE: YES
- OTHER FORMATS: NONE
- WEB: WWW.COMPANYOFHEROESGAME.COM
- PLAYERS: 1-8

COMPANY of HEROES

World War oooooh!

Did you like *Warhammer 40,000: Dawn of War?* Developer Relic has taken what made that game so good and used it to create *Company of Heroes*, one of the finest strategy games we've ever played. *Ever.*

Like *Dawn of War*, it uses the capture of strategic points to deliver resources, which can then be used to create infantry, weapons upgrades and vehicles. It's a great system, one that sees you capturing areas of the battlefield without having to worry about mining or any of that nonsense, in addition to whatever your mission objectives are – and the objectives add drama and excitement in spades.

That's just the tip of the iceberg, though. This is beautifully simple-but-deep stuff that is visually astonishing and tactically challenging, and never less than gripping fun. The WW2 setting, far from feeling old and tired, is revitalised here, and the sense of place and drama is unrivalled, even if you don't care what a Panzerschreck is. If you're even halfway interested in strategy, you *must* play this. GM

The game starts off small, with squad-level stuff, but you soon get to the tanks. Hurrah!

JUDGEMENT — ROB

GRAPHICS 90%
Astonishing – and you can zoom right down onto a single soldier.

GAMEPLAY 90%
Easy to understand, simple to use, but deeper than the Marianas Trench.

LIFESPAN 90%
15 hefty missions, skirmish maps and brilliant multi-player. It'll last.

OVERALL

92%

A new high-water mark in strategy gaming, for both veterans and newcomers alike.

SHOULD YOU BUY IT?
BETTER THAN: Warhammer 40,000: Dawn of War, 91%
WORSE THAN:..... Rome: Total War, 93%
WAIT FOR:..... Medieval 2: Total War (Nov)
BEST PRICE:..... £24.99, amazon.co.uk

BOOOOOOM!

Brilliantly, any and all scenery can be demolished, which means even enemy troops holed up in a building aren't safe, if you've got a big enough gun (or a tank). This means you can create your own cover, or bash through walls to create new routes for your forces.

When the artillery flies, nowhere is safe, although it takes time to wreck a house.

BEST BIT!

GAMES MASTER GOLD AWARD

An early high point is the defence of Carentan – three bridges need fortifying to repel a tank-based German counterattack. Superbly nail-biting stuff.

• OUT: NOW • FORMAT: PSP • PRICE: £34.99 • DEVELOPER: NAMCO BANDAI • PUBLISHER: SONY • ONLINE: NO • OTHER FORMATS: NONE • WEB: WWW.YOURPSP.COM • PLAYERS: 1-8

Powersliding around a corner to overtake a rival on the inside – there's no feeling quite like it.

RIDGE RACER 2

The need for speed returns!

Still one of the finest arcade racers ever crafted, *Ridge Racer* was an early triumph for the PSP and showed exactly what Sony's PS2-in-your-pocket could do.

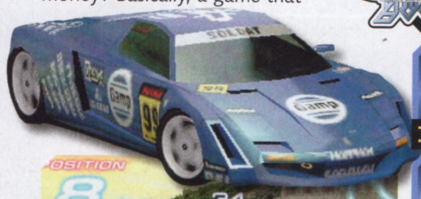
This sequel is equally as delicious, full of break-neck powersliding fun, and there's a lot more of it, too. Nonetheless, it's a little unsurprising and very familiar fare indeed.

A TIME AND A RACE

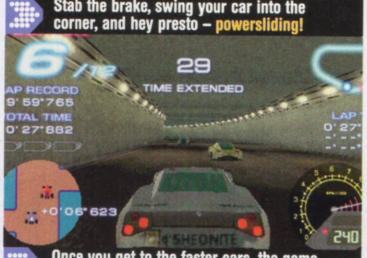
Perhaps that's being a little harsh, but despite offering a lot more content, this is really just the first game all over again. But is that such a bad thing? *Ridge* fans will be in seventh heaven here, and if you've got a PSP and were mulling over getting *Ridge Racer*, this is definitely the version to plump for.

So what do you get for your money? Basically, a game that offers almost three times as much playing time as its predecessor. It's got Arcade, Duel and Survival modes, which are all-new (the latter of which is great fun, seeing losing racers knocked out of the running), 18 tracks drawn from all the previous *Ridge Racers* (including the ace *Ridge Racer 4*), and loads of cars.

Otherwise, this is super-slick and eye-bleedingly fast racing that looks very impressive indeed. As ever, the key to winning is mastering the tyre-squealing powerslide mechanic, which also builds up your nitro boosts. While we reckon that *Burnout Legends* is still PSP's premier racer, if you can deal with the slight deja vu that this brings, you'll have a whole of a time. GM



Stab the brake, swing your car into the corner, and hey presto – powersliding!



Once you get to the faster cars, the game really gets super-quick.

JUDGEMENT

JES

GRAPHICS 88%
Just lovely. You won't believe it's running on a handheld console.

GAMEPLAY 88%
Fast, tight racing that's all about mastering the powerslide.

LIFESPAN 80%
There's a huge amount of racing and modes in here. It'll last.

OVERALL

89%

Undeniably brilliant and packed with content, but you've seen it all before.

SHOULD YOU BUY IT?
BETTER THAN:.....Formula One 06, 73%
WORSE THAN:.....Burnout Legends, 90%
WAIT FOR:.....Need for Speed: Carbon (Nov)
BEST PRICE:.....£29.99, amazon.co.uk

• OUT: NOW • FORMAT: PSP • PRICE: £24.99 • DEVELOPER: SONY • PUBLISHER: SONY • ONLINE: NO • OTHER FORMATS: NONE • WEB: WWW.YOURPSP.COM • PLAYERS: 1-2

Each round kicks off with you selecting a monkey, costed by bananas...

And then the monkeys clash in a scissors-paper-stone battle.

APE ACADEMY 2

It's monkey madness!

Baseball is a bit dull, takes ages to load, and is over super-quickly. Yawn.

We're big fans of monkeys here at *GamesMaster*, even after one flung his own mess at Kath during a recent visit to Monkey World. Sadly, *Ape Academy 2* is a bit of a let-down for banana-stuffed chimp-fans.

Essentially a festival of mini-games, *Ape Academy 2* sadly lacks the quick-fire inventiveness of *Wario Ware* and instead settles for more pedestrian games punctuated by irritating loading times.

GREAT APES

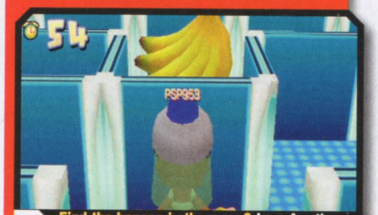
It's not bad – far from it – it's just that *Ape Academy 2* is never as much as fun as it should be. The basis of the game is a card-based scissors/paper/stone battle, where you select monkey cards depending on available bananas. Win or lose a round and you get to play a minigame – anything from avoiding being abducted by a flying saucer to ski-jumping or entering a race in the low gravity of the moon. Some of these games are good fun, but many others are just plain tedious, especially the rubbish press-the-button-when-the-monkey-raises-the-flag, or the choose-the-capsule-with-the-coin-in one.

This has its moments, and it's a decent multi-player effort, but it's too bitty and unsatisfying to really impress. It's high time that those hooting monkeys got back to what they do best – less *Ape Academy* and more *Ape Escape*, please. GM

The good minigames. Here's 'The Monktrix', where you fire slo-mo bullets.

MINI-MONKEY

The minigames are a mixed bag, to say the least, and some of them are boring beyond belief (hello, turn-off-the-sirens) but some are undeniably entertaining. Ook! Ook! Ook!



Find the banana in the maze? Less fun than grating your arse with barbed wire.

Rock back and forth to get your banana-costumed ape to stand up. Hmm.

JUDGEMENT

SBJ

GRAPHICS 70%
Basic and cartoony, but with a certain simian charm.

GAMEPLAY 55%
Basic minigames and scissors/paper/stone card-playing.

LIFESPAN 70%
There's plenty here – 100 new minigames – but you'll get bored.

OVERALL

64%

A real mixed bag, but if you *really* like monkeys and minigames, you might enjoy it.

SHOULD YOU BUY IT?
BETTER THAN:.....Mario Party Advance
WORSE THAN:.....Wario Ware: Touched!, 90%
WAIT FOR:.....Ape Escape: Million Monkeys
BEST PRICE:.....£19.99, amazon.co.uk

gameloft

www.gameloft.com

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MEDIEVAL COMBAT age of glory

CODE: MEDIEVAL

ASPHALT 2

CODE: ASPHALT2

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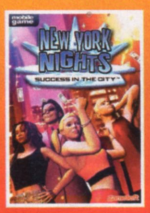
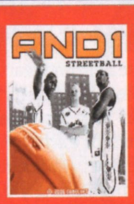
NEW YORK NIGHTS



CODE: NEWYORK

Try to become rich and famous from scratch.

BEST-SELLING GAMES



AND 1 STREETBALL

Discover streetball and jam to hip-hop.

CODE: AND1

LUMINES MOBILE

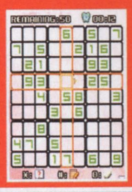
Discover the mobile adaptation of today's craziest brick game.

CODE: LUMINES

SEXY POKER TOPMODELS

Real top models who bet right down to their panties.

CODE: SEXYTOP



PLATINUM SUDOKU

Take your grids with you everywhere.

CODE: SUDOKU

PARIS HILTON DIAMOND QUEST

Play with Paris Hilton's diamonds.

CODE: PARIS

MISSION IMPOSSIBLE III

Now you too can accept the impossible mission.

CODE: MI3

RAYMAN 3

Use Rayman's powers to save the world.

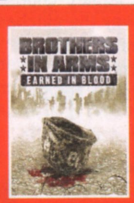
CODE: RAYMAN3

AIR STRIKE 1944 FLIGHT FOR FREEDOM

Become THE pilot who saved Europe from the invader.

CODE: AIRSTRIKE

SPECIAL GAMERS



BROTHERS IN ARMS EARNED IN BLOOD

Land in Normandy and liberate the world from the Nazis.

CODE: BROTHERS

PRINCE OF PERSIA THE TWO THRONES

Challenge the Vizir and recapture your stolen throne.

CODE: PRINCE4

RAINBOW SIX LOCKDOWN

Stop the terrorists from using their biological weapon.

CODE: RAINBOW

MIGHT AND MAGIC

Come quick to fight the forces of evil. The demons are attacking!

CODE: MAGIC

BRAND NEW GAMES

SPLINTER CELL DOUBLE AGENT

Destroy the terrorist enemy from the inside out.

CODE: SPLINTER5

SEXY VEGAS

Hit the jackpot and watch their clothes disappear.

CODE: SEXYVEGAS

TROPICAL MADNESS

The wacky squirrel will make your head spin.

CODE: TROPICAL

NAVAL BATTLE: MISSION COMMANDER

This next generation of naval battle finally lands on your mobile phone!

CODE: NAVAL

WALLPAPER

PERSONALIZE YOUR MOBILE WITH THE FUNNIEST WALLPAPERS!

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SNIPER

SNIPER2

KILL

BEBEDJ

SKULL2

SKULL3

HORN

RASTA

SNOOP

FIFTY

SEXY7

SEXYUK

SEXYCAR

TAG

ANIMATION

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JEDI

KILL

SNIPER

COW

RASTA

STRIP9

STRIP6

STRIP4

LOVEME

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Tiger getting hungry	TIGER
Mad cow	COW
Explosion destroying everything	EXPLOSION
Harley's starting	HARLEY
Formula1 racing	RACING
Ambulance siren	SIREN
Ultimate war sounds	WAR
Plane over your head	PLANE
Boat foghorn	FOGHORN
Squeal of tyres	TYRES
Babies laugh out loud	LAUGH
Classic 1970's tone	CLASSIC
Cavalry trumpet	CAVALRY
Wazzaaa	WAZA
Come on get the phone	GETPHONE
Hey man U got a phone call	MANGOT
Hey girl U got a phone call	GIRLGOT
Who the hell is calling	HELL
Who the fuck is that	FUCK

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REVIEW

OUT: 29TH SEPT • FORMAT: PS2 • PRICE: £39.99 • DEVELOPER: SQUARE-ENIX
PUBLISHER: SQUARE-ENIX • ONLINE: NO • OTHER FORMATS: NONE
WEB: NA.SQUARE-ENIX.COM/GAMES/KINGDOMHEARTS/KH2 • PLAYERS: 1

THE LOWDOWN

Square-Enix's follow-up RPG adventure tale with all your beloved characters from the cartoon factory!

- Over 100 Disney characters
- Disney-themed levels

SCREENSHOTS

IN GAME CLIP

Our heroes – Sora, Goofy and Donald – search for the missing Mickey Mouse...

KINGDOM HEARTS

All your favourite heroes and worst nightmares rolled into one!

Follow us on a magnificent magical journey through a land so entrancing you'll never want to leave. Ever!

Enter a world where all your favourite friends are waiting with a joyful smile and a welcome hand of friendship. Come with us into *Kingdom Hearts 2*. Square-Enix and Disney have blown away the glitches and cobwebs of the original as well as Disney's image of producing purely 'kiddy' games, returning as the action-RPG that all others should aspire to. From the cinema-quality graphics to the fighting, characters and storyline, it's all brilliantly top notch stuff.

The game runs like a film; a 40-hour Disney film splattered with interaction and faithful recreations of film footage partnered with adapted and original scripts, many voiced by the original movie cast. While at first this seems like an obstacle to bashing all the baddies, you soon sit back, soak them up and submerge yourself blissfully in the storyline and characters.

FRIGHT-FEST

Disneyland is under threat from Heartless creatures released by Sleeping Beauty's Maleficent. She plans to turn Disneyland to darkness with the help of each story island's anti-hero; Scar, Hades etc. This leads you down a frighteningly dark and disturbing path to a side of Disney never before seen, as you fight for light,

"THE GAME RUNS LIKE A 40-HOUR DISNEY FILM"

STAR TREKKING

Disneyland is a big place and to get from one island to the next you'll need help from your nutty friends Chip 'n' Dale who pilot the Gummi ship.

The Gummi ship flies you to each island as long as the route is open.

The Starship Challenge is a blocky retro throwback.

Other mini-games include the light cycle chase from *Tron*.

The 'singing in time' challenge with Ariel is, well, *OK*...

BEST BIT!

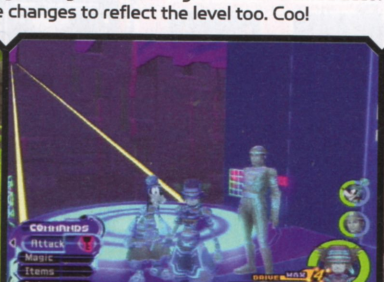
Once the video sequences are done it's time to get stomping, and there's nothing better then getting out your Keyblade and dishing out the pain.

STRIP CHANGE

Kingdom Hearts 2 is not only a brilliant game in its own right, it's a love letter to everything Disney. Each world you visit is themed according to a film, cartoon or something specifically Disney, complete with the the proper characters, and your party's appearance changes to reflect the level too. Coo!

Your party change form or clothing depending on which story they're in.

In the Pride Lands Sora takes on a punk-lion role before battling the murderous Scar.

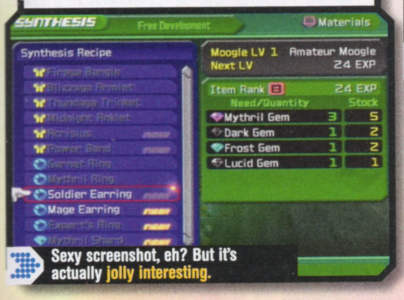


While in Space Paranoids your crew adopt the day-glo '80s outfits from *Tron*.

Wearing scary masks in Halloween Town blends you in perfectly with Jack Skellington.

MIX IT UP!

Gathering shards and various rare items allows you to create your own potions through synthesis recipes that can be used at any of the shops. This is a good, and cheap, way to stock up on health items if you have the materials.



Sexy screenshot, eh? But it's actually jolly interesting.

'TOON ATTACK!

Attack variety allows you to try and tackle stubborn foes differently. Heavy-duty attacks such as Limit and Drive are accessed using the D-pad.

Reaction attacks are the second most common attack.

Drive uses magic to merge you with Goofy or Donald.

Summoning characters from other 'not-included-in-this-game' stories will see them pop up in battle and go psycho at the guys giving you a beating.

Limit attacks produce a special combo which teams your party up.

Joint combo moves with a pal are only available in certain positions.

truth and goodness. In the ultimate apocalyptic game this is a fight between Disney and *Final Fantasy's* good and evil characters. After a brief stint with a new *FF* character, Roxas, you're reunited with Sora, Goofy and Donald who team up with Mulan, Simba and Captain Jack Sparrow, among others, to save the day.

I NEED A HERO

Fighting is easy enough with button bashing a suitably effective method of thrashing the enemy. But as you progress you gain new weapons, spells, potions and abilities that can help your party on their way. All are varied and easily modified in the start menu. While in combat though, you can use 'reaction' commands, that pop up mid-fight, to pull off a special move, or double-team the enemy, summon friends (Chicken Little, the Genie), or use Donald or Goofy to convert into a superhero, wielding two Keyblades. With such a multitude of attacking options fighting never gets boring, and is always a spectacle.

There's so much crammed into *KH2* and it's all been done so brilliantly and imaginatively – from familiar music, to the stunning graphics – it really is like you're in a Disney film and so it's hard to find fault. It's one of the best action-RPGs we've ever played.

If that's not enough it's full of mini-treats like the Starfighter Challenge (when travelling between islands) and even a singing competition with Ariel and Aureole in Atlantica.

If this were an actual Disney movie it'd be our favourite. It's over 40 hours long, full of the best movie sequences, with loads of characters, and best of all, we get to be the hero and bash the bad guys. Long live King Mickey! GM

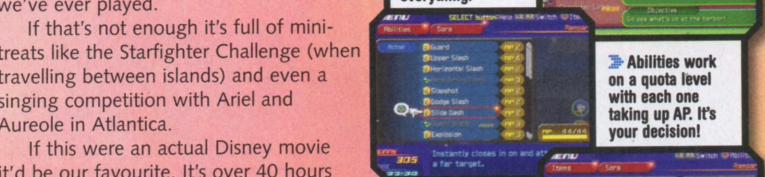
Other Formats

Alternatives on other consoles:

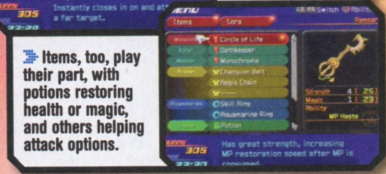
PS2 Jak and Daxter.....85%
CUBE Final Fantasy: Crystal Chronicles.....87%

DEAR DIARY

Jiminy Cricket's journal has all the information you need to know about, well, everything.



Abilities work on a quota level with each one taking up AP. It's your decision!

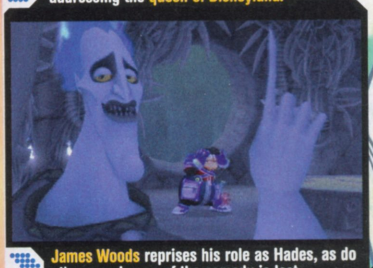


Items, too, play their part, with potions restoring health or magic, and others helping attack options.

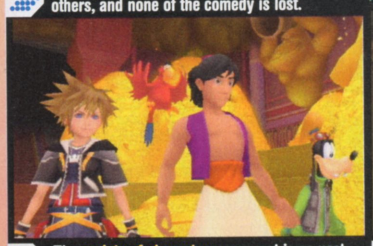
ONCE UPON A TIME

With the cinematics, characters and storyline making up such a large and integral part of the game – rather than just lots of killing - you'll need to set aside some time to play *KH2*. It's certainly not a pick-up-and-play game and one you'll need to focus on for the many hours it will take you to complete – but it's well worth it.

Bow your head, and be polite when addressing the queen of Disneyland.

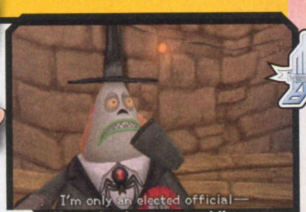


James Woods reprises his role as Hades, as do others, and none of the comedy is lost.



The variety of characters you meet is so vast it's like owning the Disney and *FF* boxsets.

The superb recreation of Captain Barbossa is just one of many visual delights.



Many classic scenes and lines are included. Neat!

Disney's heritage is celebrated with a *Steamboat Mickey* level!

The gang's all here! Joining Mickey, Goofy and Donald are Sora (big trews, key), Kairi (lovely redhead) and Roxas (moody teen).

JUDGEMENT

CRAIG

GM LOVES

- Taking on 1000 Heartless at once
- Going back to the black and white days
- Donald getting angry

GM HATES

- Awkward jumping
- Enemies with ranged attacks
- Traumatic cut scenes

GRAPHICS 92%

Top quality graphics from two of the best in the business.

GAMEPLAY 92%

There's nothing you could want for; variety, good controls and a decent plot.

LIFESPAN 92%

Are you joking, it's huge! Surely there's been a mistake. This is for kids?

GAMES MASTER GOLD AWARD

OVERALL

92%

By far the best action-RPG we've played and one we want to keep on playing.

SHOULD YOU BUY IT?

BETTER THAN:.....Jak 3,88%
WORSE THAN:.....Not a lot!
WAIT FOR:.....Nothing on PS2!
BEST PRICE:.....29.99, play.com

OUT: NOW • FORMAT: XBOX • PRICE: £39.99
DEVELOPER: VOLATILE • PUBLISHER: EIDOS • ONLINE: NO
OTHER FORMATS: PC, PS2 • WEB: WWW.RESERVOIRDOGSGAME.COM • PLAYERS: 1

PS2 XBOX PC

What's it?

It's the game of the film, but focusing on all the bits we didn't see – namely the doomed heist.

- Six playable characters
- Threat System

Slow playback

IN GAME CLIP

In one of the driving sections Mr Blonde has to keep his speed up to prevent Marvin the cop from slipping out of the car boot.

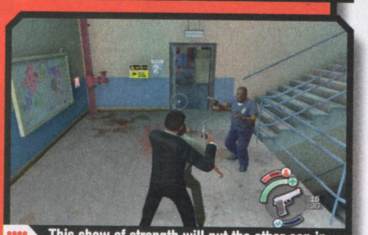
reservoir dogs

18

HOSTAGE!

The Threat System is a great idea, it's just a bit too powerful. By constantly swapping hostages you can make your way through a level unscathed, but this doesn't really make for an exciting experience.

First you grab an unsuspecting cop then smack in the head to show how hard you are.



This show of strength will put the other cop in your control so tell him to face the wall.

Now move forward, change hostages and continue on your merry and safe way.

STAY COOL

To remind you that you're controlling some of the coolest criminals on the planet, there are some special moves: the Bullet Festival and the signature moves, both so brutal and over the top that those watching are struck dumb.

Here's Mr Blonde's signature move, involving a razor blade and a hostage's ear.

The Bullet Fest starts with a slo-mo bit of posing from the super-cool criminals.

Then much like *Red Dead Revolver* you can blast several cops in a blink of an eye.

One cult classic, several cute ideas and so nearly a good game...

Just like *The Godfather*, *Reservoir Dogs* – despite all the guns and sharp suits – shouldn't make a great game. The film is set before and after a failed diamond heist so misses out the action and is instead a tense drama full of macho posturing. In this respect, developers Volatile were always up against it. The next problem was that Michael Masden (Mr. Blonde) was the only cast member they could get the likeness for, and there's a legion of Tarantino fan boys just waiting to take a pop at it. But despite all that, *Reservoir Dogs* stands up well.

All the gameplay action is from the diamond heist, mainly concerning escaping from the scene. All the gang members are separated so you take it in turns to control each one as they attempt to get away safely. This can be done by blasting your way through police lines, but as these are career criminals there's a cleaner way of doing this which involves taking hostages (see Hostage! boxout).

The inclusion of this hostage system has two effects; it shows the developer really understands the nature of the characters and it offers a credible solution. The second effect is unfortunately more negative, as it means most of the game can be played by swapping human shields and shouting at cops. The result is a game that seems to lack balance and requires the gamer to seek out their own form of excitement.

Add to this the fact that the game is far too short and there's plenty of reason to dismiss *Reservoir Dogs*, but we recommend you don't. There's a lot of restraint and intelligence in this game that may influence many future action titles, so its only right that it's appreciated at the source. Not bad at all. GM

Other Formats

How the same game plays on your console:

PS2 Seems to be slightly easier, which is odd.
PC Not much difference graphically.

"MOST OF THE GAME CAN BE PLAYED BY SWAPPING HUMAN SHIELDS"

BEST BIT!

Feeling like a pro and dealing swiftly with anyone who's thinks they're a super-cop. They'll soon learn...

Go through the game blasting at everyone you see and you'll end up with a Psycho rating.

JUDGEMENT

DAVE

GM LOVES

+ The attempt to add something new to what could have been a gun heavy action game
+ The audio and lighting
+ Capturing the spirit of the film

GM HATES

- You can get through the game with constant hostage swapping
- The terrible character models
- Getting a fidgety witness

GRAPHICS 72%
Rubbish characters aside, there's a fair attempt to capture the look of the film.

GAMEPLAY 72%
Interesting ideas, but can become turgid if you keep hostage swapping.

LIFESPAN 35%
Very, very short. You'll be through this in under six hours.

OVERALL

68%

An admirable attempt, but it's much too short and lacks balance. Entertaining, though.

SHOULD YOU BUY IT?

BETTER THAN: Driv3r, 75%
WORSE THAN: ..... Max Payne 2, 85%
WAIT FOR: ..... Scarface (Nov)
BEST PRICE: ..... £29.99 gameplay.com

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OUT: NOW • FORMAT: XBOX 360 • PRICE: £44.99
DEVELOPER: Q ENTERTAINMENT • PUBLISHER: MICROSOFT • ONLINE: NO
OTHER FORMATS: NONE • WEB: WWW.XBOX.COM • PLAYERS: 1

N3

ナインティナイン ナイツ

NINETY-NINE NIGHTS

One lady with a big sword against an entire army. Easy-peasy!

But only three or four hours of fun...

Ninety-Nine Nights is a bit like *Dynasty Warriors*, but it's not historical (it's got goblins and lovely ladies in full plate armour hefting swords bigger than they are around) and manages to throw even more soldiers about the screen than Koei's games.

It's quite the achievement – enormous armies scrapping over eye-feastingly lovely landscapes, with you in the middle, somersaulting around with a ridiculously huge sword, smiting all and sundry in a shower of special effects and, when you let off a special attack, what appears to be an explosion in a small fireworks factory.

NIGHTY NIGHT

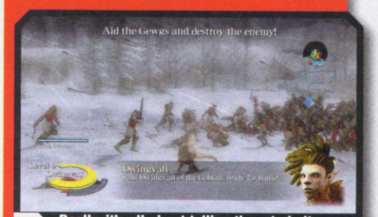
And in terms of blimey-that's-impressive sword-clashery, *Ninety-Nine Nights* doesn't disappoint. But it's got too many problems to really qualify as a must-have, chief among them being that it gets quite tedious quite quickly (it's mostly about stabbing buttons very quickly, for a very long time), and the lack of a mid-mission save means that, if you've been slogging through thousands of goblins for an hour and die, you're going to want to put your Xbox 360 and controller through the nearest window.

For a quick blast every now and then, though, it's a great stress-reliever, and the ability to choose and control your troops is a nice touch, even if it feels a little redundant given that you're such a kick-ass killing machine, capable of felling hundreds of enemies single-handedly. But ultimately, this is a little bit one-dimensional.

GM

'TENSHUN!

You'll probably be too busy hacking goblins to worry about your troops, but the left and right flanks are bound to the left and right bumper buttons respectively, for battlefield orders.



Really, it's all about telling them to halt or attack the enemy.

You're given the option of choosing what troops you want prior to a battle.

JUDGEMENT

GRAPHICS 36%
Quite lovely indeed. The 360 pulls its weight once again.

GAMEPLAY 24%
Stand in middle of enemy army, press X and Y. Repeat. FOREVER.

LIFESPAN 36%
Not too big and you'll get bored before the end anyway. Well, we did.

OVERALL

60%

Incredible large-scale scraps, but it's enjoyable and annoying in equal measure.

SHOULD YOU BUY IT?
BETTER THAN: ..... Dynasty Warriors 4: Xtreme Legends, 45%
WORSE THAN: ..... Dynasty Warriors, 65%
WAIT FOR: ..... Ni-Oh (Koei, PS3)
BEST PRICE: ..... £39.99, amazon.co.uk

BEST BIT!

Going mental in the middle of the entire enemy army. Boo-ya!

OUT: NOW • FORMAT: PC • PRICE: £29.99 • DEVELOPER: TECHLAND
PUBLISHER: ASCARON • ONLINE: YES • OTHER FORMATS: NONE
WEB: WWW.CALLOFJUAREZ.COM • PLAYERS: 1-16

The scary lady asks you to save her husband, the sherriff. Go, preacher!

CALL OF JUAREZ

The call of the wild! (West, that is...)

Sneaking around a town in order to get out? Dullsville USA, population: you.

With certain members of Team *GM* currently obsessed with the pottymouthed TV Western *Deadwood*, the arrival of *Call of Juarez* had us shootin' our irons and, er, rootin' and tootin'. It's a wild west first-person shooter that sees you playing as two different characters, young Billy Candle and fire-and-brimstone preacher Ray McCall, the twist being that Ray is hunting Billy down, so you play as both the hunter and the quarry.

It's a bit rough around the edges, is annoyingly vague on details when it comes to your objectives, and starts with some appallingly tedious stealth action as Billy creeps behind boxes to escape a town. Things pick up when you get to Ray, though, whose 'concentration mode' allows him to switch into bullet time and shoot his two revolvers independently at murderous varmints. He can also pull out his bible and preach a bit of Old Testament goodness to give them the willies. Throw in some truly gorgeous environments, horse riding, train robberies and the ability to kick doors down, and you've got a quirky shooter full of good ideas, even if it's one that lapses into tedium too often.

GM

SHOOTIN'

OK, pardner, here's how you shoot them varmints in the ol' slow-motion...

Press 1 and 2 to holster both your revolvers. Then, when an enemy's in your sights...

Hit the left mouse button to draw and bring up converging crosshairs. BLAMMO!

JUDGEMENT

GRAPHICS 36%
Ramp all the settings up and it's sweet – the old west never looked better.

GAMEPLAY 24%
Boring stealth, good old-time shootin' and horse riding. Mixed but entertaining.

LIFESPAN 30%
A decent-sized FPS for the single-player, plus there's multi-player too.

OVERALL

74%

A bit creaky in places, but this western shooter has plenty of character.

SHOULD YOU BUY IT?
BETTER THAN: ..... Gun, 69%
WORSE THAN: ..... TimeSplitters 2, 93%
WAIT FOR: ..... Gun Showdown (PSP, Nov)
BEST PRICE: ..... £24.99, amazon.co.uk

BEST BIT!

Although the shoot-outs can go on too long, plugging goons in slo-mo is ace fun.

65 Magazines.

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• OUT: NOW • FORMAT: PS2 • PRICE: £39.99 • DEVELOPER: EA
• PUBLISHER: EA • ONLINE: INTERACTIVE LEAGUES • SPECIAL: NO
• OTHER FORMATS: XBOX, 360, PC, PSP, DS, CUBE, GBA, MOB • WEB: WWW.FIFA07.EA.COM • PLAYERS: 1-8

PS2 | XBOX | GAMECUBE | GAME BOY ADVANCE | PC | PSP | DS | XBOX 360 | PS3 | Wii

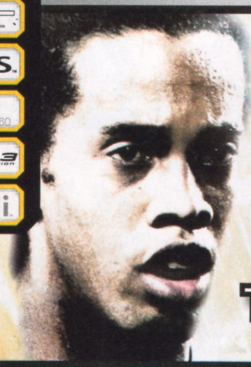
WHAT IS IT?

FIFA's final, desperate attempt to pinch its current-gen crown back from *PES*...

- Swap management saves between PS2 and PSP
- New online Interactive Leagues

HOW IT PLAYS!

IN GAME BIT: Arsenal get their season off to a flier, with Henry netting in a 4-2 win over Pool...



FIFA 07

The old dog just learned some new tricks...

IT'S TRICKY

Nobody likes a show-pony, but *FIFA 07* is stuffed to the gills with skillz. It's a cinch to pull your bedraggled opponent all over the shop with a few flicks on the right analogue. Bwahaha!

C. Ron's fancy stepover cross is a top way to taunt rivals. We still hate the winker though.

Blanco plonks the ball between his legs and leaps over tackles! Smartarse.

Robinho can juggle the ball in the air like a circus clown. Our advice? Kick the show-off.

Football might be a funny old game, but there's been nothing funny about *FIFA* for the last couple of years. It was pants – well, up until *World Cup 06* anyway. But if that game tentatively started the *FIFA* revolution, this is the bloody coup d'état. And it's brilliant! Much like Aston Villa under Martin O'Neill, *FIFA 07* has finally put this critically-faltering series back on the footballing map...

Though EA reckons *07* is more sim-like than previous incarnations, that's not exactly the case. If anything, this *FIFA* is more *arcadey* than ever – the difference is that it's now a *slightly more complicated* type of arcadey. But that's no bad thing; it simply means you can do so much more than ever before, while still having the time of your footballing life.

Other Formats

How *FIFA 07* plays on other consoles:

360 If this and *World Cup 06* are anything to go by, chances are it'll rock. Full review next ish!

PSP Improves on the excellent *WC 06* to deliver a *PES*-beating handheld kickabout.

GLORY BOY

Stick three goals on your opponents at home and *07*'s Glory mode kicks in. Listen to the *oles!* ring out...

Real pass poor Sevilla to death, much to the delight of the Bernabeu.

OWN GOAL

Passing is slick, the jostling for possession mechanic works like a dream, and shooting is more intuitive. You'll still score goals galore, but they feel more organic, and not simply the result of your fiftieth identikit header from cross or goalkeeping howler. AI is also markedly improved, and you'll be genuinely impressed when the computer passes you off the park before blasting a screamer into the back of your net.

The animation is also worth a mention; it's sublime, whether you're gracefully collecting a pass using first touch, unleashing a howitzer from the edge of the area or competing for a 50/50 ball in the middle of the park.

GAME ON

Then there's the sheer glitziness of the whole production, but as per usual it's the little things that really give *FIFA* a visual edge over *PES*. The way the stadia shadows hang over the pitch, the jaunty angle of the camera, the goal

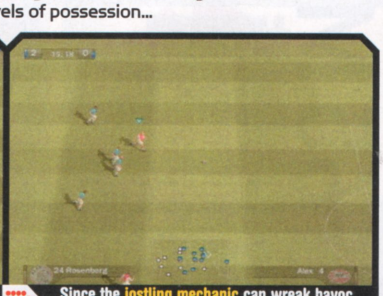
FIGHT CLUB

Jostling is a whole new way to look at off-the-ball. Instead of inanely tapping away at a barge tackle, you've actually got to fight for your right to win the ball by aggressively manoeuvring into position. Confused? Apprehensive? Here's *GM's* indispensable guide to barging your way to Ajax-like levels of possession...

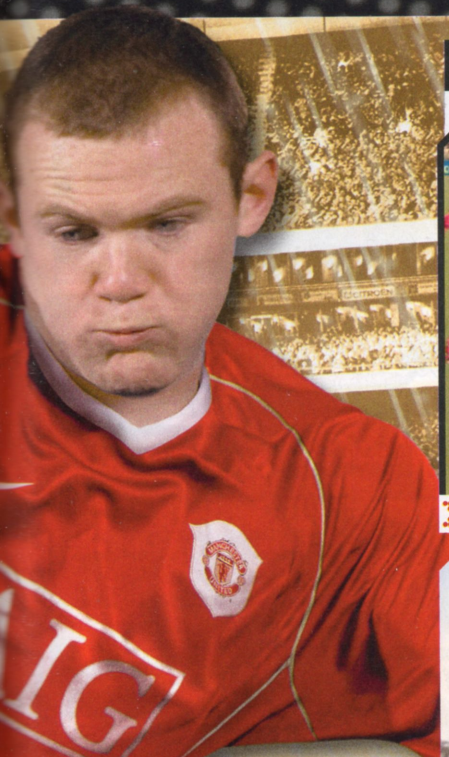
Make sure you pick up dangermen at corners. (Defenders like Terry or poachers like Fowler...)

Let them bully you or else they'll end up sneaking goal side and firing a shot off!

Welly long balls up to tall, strong target men. It sure don't look pretty but it *is* effective...



...Since the jostling mechanic can wreak havoc when in the hands of a pro.



celebrations... it all makes things just a little more satisfying when you leap up and scream "eat my goal!" in your mate's face after another pulsating nine-goal thriller.

Leap online and you'll find a new world of fun awaits in EA's new superb Interactive Leagues, while Manager mode is a flawed but likeable addition to last season's Master League wanabee.

So, at last, football-inclined gamers have got two proper choices. If you analyse every last pass, tackle and shot then chances are you're already worshipping *PES*. But some of us just want to step into our heroes' shoes for a game or three. *FIFA 07* is a celebration of everything that makes true football fans spines' tingle come Saturday afternoon. It's 100mph, gutsy and full of commitment. In fact, if *FIFA 07* was a real player, it'd probably be Stevie Gerrard. Yes, it really is *that good*.

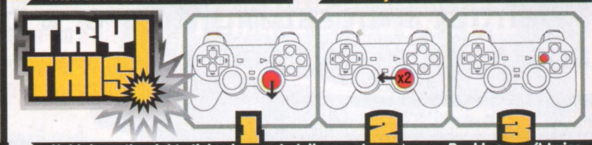
FANTASY FOOTBALL

Want to leave your opponent on his arse and stick the ball in the back of the onion bag? It's all in the technique. Watch, learn and clap.

Play the ball into space using first touch – it'll give you a precious extra second or two to look up and send your fox in the box off on a run...

Befuddle your marker with a bit of Trick Stick action...

...Before bending one home, finesse shot-stylee. You beaut!



Hold down the right stick, plus R1 to tell your striker to run. Double tap left twice on the trick stick to dummy, before holding L2 and ◎ for a finesse finish.

What would a footy game be without Crouchie's robo-dance?

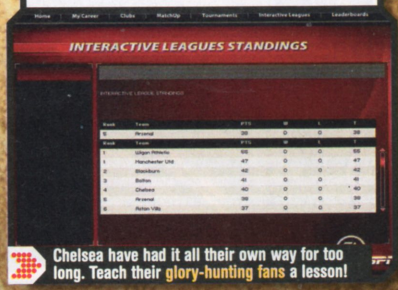
Scoring unforgettable goals is par for the course in *07*. Just ask Real hitman Ronaldo...

BEST BIT!

For sheer stick-it-up-your-mate's-nose niceness, there's nothing quite lurking on the wedge of the pen area before unleashing a pearler of a finesse shot.

OLE! ONLINE

Interactive Leagues are a real step forward for *FIFA*, even if they are in a fledgling beta state at the mo. Fancy taking on rival fans in grudge matches that'll affect a huge online league table? Now you can! It might be a bit buggy, but it's a step in the right direction.

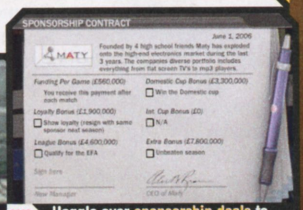


Chelsea have had it all their own way for too long. Teach their glory-hunting fans a lesson!

BE BENITEZ

Well, Mourinho actually. Glory hunters that we are, we headed straight to Stanford Bridge to see – armed with Roman's impressive reserves of cash – if we could finally bring the European Cup home.

07 lets you simulate matches, but we prefer to jump in player-manager stylee when it comes to crunch clashes...



Haggle over sponsorship deals to raise transfer cash.

Carlos Puyol for £7.5 million? Snap him up!

Do you blood the youngsters or stick with superstars?

JUDGEMENT

ROB

GM LOVES

- 25-yard volleys. Easier than you'd think...
- Slicker passing than Barca
- Building online rivalries

GM HATES

- Some slack defensive AI
- Ball physics are occasionally iffy
- The grammar in management mode!

GRAPHICS 85%
Pitches, stadia, likenesses, animations, production values... all Premier League.

GAMEPLAY 90%
Too gung ho to satisfy the hardcore *PES* brigade, but just sooo much fun!

LIFESPAN 90%
Who could get bored of 4-3 thrillers? Ace online and manager modes too.

OVERALL

90%

The surprise of the season. *PES* should be worried – this lights up the pitch...

SHOULD YOU BUY IT?

BETTER THAN: FIFA World Cup 06, 84%
WORSE THAN: .....Pro Evolution Soccer 5, 96%
WAIT FOR: .....Pro Evolution Soccer 6 (review next ish!)

• OUT: NOW • FORMAT: PSP • PRICE: £34.99 • DEVELOPER: IGNITION BANBURY
• PUBLISHER: IGNITION • ONLINE: NO • SPECIAL: NONE • OTHER FORMATS: NONE
• WEB: WWW.MERCURYMELTDOWN.CO.UK • PLAYERS: 1-2

MERCURY MELTDOWN

A dentist's worst nightmare, a puzzle fanatic's dream come true...

Mercury isn't the most personable substance, especially when you put a blob of it next to one of Sony's super-cute Loco Rocos, from the game of the same name. Loco Rocos sing to giant smiley suns; mercury just rolls around and is scarily poisonous.

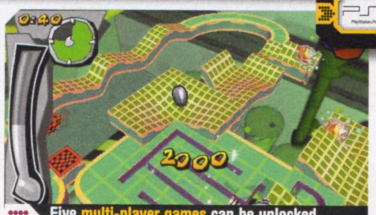
It's just as well, then, that Ignition have decided to make *Mercury Meltdown* a bit less industrial looking than its predecessor, thus making its starring blob of liquid metal a bit more appealing. The cel-shaded graphics make it look like a brighter and more fun-filled prospect.

The core gameplay remains very similar though. By tilting each *Monkey Ball* style floor, you roll your mercury blob past a range of obstacles. The freeform nature of liquid mercury means it's all too easy to ooze over the edge and chop bits off on corners. There's a good variety of puzzles, and don't be fooled by the cutesy looks; this is one neat but *very* hardcore puzzler. GM

HAZARDOUS

All sorts of obstacles stand in the way of your mercury and the end of level goalposts. Not only do you have to change the colours of your blobs – sometimes by mixing two differently coloured blobs to make a third colour – to get through gates, but you also need to solidify and change your shape and size to get past other sections.

Normally, rolling over this type of obstacle would see you glooping to your demise.



Five multi-player games can be unlocked, including Rodeo.

BEST BIT!

Navigating two blobs successfully through a maze, making sure they're the right colour.

JUDGEMENT

KATH

GRAPHICS 81%
Does it need cel-shading? Nevertheless, this still looks good.

GAMEPLAY 78%
Some levels are genius, others are painstakingly tough. Challenging.

LIFESPAN 82%
Over 160 levels will keep you busy, and there's time trials too.

OVERALL

80%

Great fun, but there's competition in the form of *Loco Roco* and *Monkey Ball*.

SHOULD YOU BUY IT?
BETTER THAN: ..... Super Monkey Ball Adventure, 72%
WORSE THAN: ..... Loco Roco, 92%
WAIT FOR: ..... Lumines 2 (winter)
BEST PRICE: ... £29.99, www.amazon.co.uk

• OUT: 22ND OCT • FORMAT: PS2 • PRICE: £34.99 • DEV: CODEMASTERS • PUB: CODEMASTERS • ONLINE: DATA DOWNLOAD
• SPECIAL: NETWORK ADAPTOR • OTHER FORMATS: XBOX 360, PC • WEB: WWW.CODEMASTERS.CO.UK/LMA2007 • PLAYERS: 1

LMA MANAGER 2007

Chelsea for the title? Some things in footy never change...

The season's under way, with normal service pretty much resumed at the top of the table. And it's it not just the names of the Premiership leaders that have a familiar ring – *LMA Manager's* latest outing has a well-worn feel too.

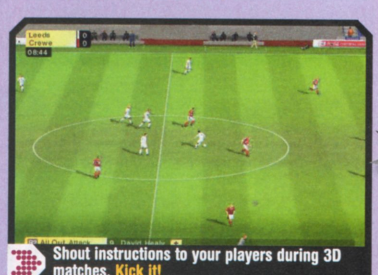
LMA Manager 2007 is pretty much the same as its managerial forerunner, offering a slightly arcadey but fundamentally realistic boss experience for those who enjoy 3D match engines and a bit of dugout shouting. And let's face it, who doesn't enjoy that?

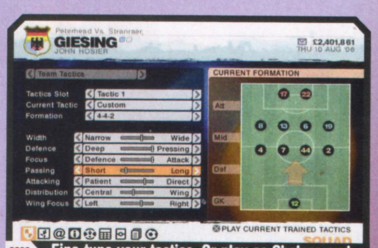
SO LAST SEASON

There's no doubt *LMA* is a refinement of last year's game, tidying up a few menus and adding a handful of relatively unimportant features, such as being able to use extra transfer readies to splash out on stadium upgrades.

Transfers have been touched up too – with clubs now showing more of the kind of wheeler-dealer spirit that keeps Harry Redknapp in designer suits and new strikers.

But such changes show just how little has been added by the game's creators, who are clearly employing an 'if it ain't broke, don't fix it' mentality. What they've failed to acknowledge is that, in the football management game, it's another boss cliché that counts – you've got to run just to stand still. As such, this is in danger of being left behind by the big boys. Better luck next year, then, eh? GM


Shout instructions to your players during 3D matches. Kick it!



Fine-tune your tactics. Or play as Chelsea and buy everyone.

BEST BIT!

No questions. That moment when your new signing notches a late winner to sink your derby rivals. Magic.

Bang the goals in and give the fans a giggle with an Alan Pardew touchline shuffle!

JUDGEMENT

ROB

GRAPHICS 70%
Nice-looking matches and the menus aren't too cluttered.

GAMEPLAY 55%
As polished as ever, but adds nothing to its managerial CV.

LIFESPAN 78%
Downloadable data updates mean it'll run and run.

OVERALL

67%

Too similar to *LMA 2006* to justify another wedge of your hard-stolen cash.

SHOULD YOU BUY IT?
BETTER THAN: ..... Pro Evolution Soccer Management, 65%
WORSE THAN: ..Champ Manager 06, 78%
WAIT FOR: ....Championship Manager 2007
BEST PRICE: ..... £25.99, amazon.com

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to ENTER! ie if your answer is
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GB85119 BABEWATCH
GB85796 TENCHU AYAME'S TALE 3D new!
GB85768 DOUBLE DRAGON

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REVIEWS ROUND UP

PS2 • OUT: OCTOBER • FORMAT: PS2
• PRICE: £39.99 • DEVELOPER: SONY • PUBLISHER: SONY
• OTHER FORMATS: NONE • ONLINE: NO • PLAYERS: 1-4

BUZZ JUNIOR: JUNGLE PARTY

You monkeys ain't so 'ard without those balls to protect ya!

Buzz Junior: Jungle Party is a fair collection of mini-games, all of which involve terrorising our closest genetic cousins in the name of family entertainment. The cartoon visuals clash gloriously with the sadistic commentary ('smell that burning fur', for instance), making this a slightly unsettling but basically enjoyable game. **Ross** GM

Its not just primates you get to beat up but also ancient religious monuments.

JUDGEMENT

OVERALL 65%

Solid party-game, with plenty of customisable features.

XBOX • OUT: NOW • FORMAT: XBOX • PRICE: £34.99
• DEVELOPER: LIQUID GAMES • PUBLISHER: OXYGEN
• OTHER FORMATS: PS2, PC, PSP • ONLINE: NO • PLAYERS: 1-4

PROSTROKE GOLF: WORLD TOUR 2007

Perfect to a tee, or just another golf-sim full of holes?

Plenty of developers of late have done their best to funk up the slow-burning sport of golf for us gamers. *Prostroke Golf: World Tour 2007* bucks this trend by offering depth and technical realism, and foregoing the cinematic flights of fancy that contributed to *Tiger Woods'* success. The graphics are no more than functional, and Keanu Reaves has more facial expressions than you'll see on these golfers, but this is otherwise a solid stab at sticksie-ball, as we like to call golf. **Rob** GM

Prostroke also features a detailed course editor for keep things interesting.

JUDGEMENT

OVERALL 72%

The closest you can get to real golf without burning any calories.

PS2 • OUT: OCTOBER • FORMAT: PS2 • PRICE: £24.99
• DEVELOPER: TEAM 17 • PUBLISHER: SONY
• OTHER FORMATS: NONE • ONLINE: YES • PLAYERS: 1-4

LEMMINGS

An honorary Darwin Award for everyone of 'em...

Sharing its levels with its PSP parent, *Lemmings* on the PS2 offers little to those who already own the recent handheld edition. There's fun to be had with the Eye Toy though, which lets you build bridges with your limbs and sweep the critters to safety. It's also nice to see them back on the big screen, where the cliffs look higher and the plight of the little 'uns even more hopeless without you. Come on, get back into it. What else are you going to do with the rest of 2006? **Kath** GM

When will David Attenborough make a series about these?

JUDGEMENT

OVERALL 74%

Quality PSP port with some added Eye Toy functionality.

PSP • OUT: SEPTEMBER • FORMAT: PSP • PRICE: £34.99
• DEVELOPER: KUJU • PUBLISHER: RISING STAR
• OTHER FORMATS: NONE • ONLINE: NO • PLAYERS: 1

PILOT ACADEMY

Fight or flight? Why not try a bit of both...

Its not hard to see why this is the first fully-fledged flight sim on the PSP. Providing mobile gamers with a real feeling of being in the air is some challenge, but Kuju have made a pretty good attempt. However, you'd be best off looking elsewhere for your high-altitude arcade thrills, as even the military missions in this game have a serene feel to them, but there's plenty to get through as the technology passes from WW2 to the present day. Most impressively, the game actually makes you feel like you've been through a structured pilots' training programme. Now there's something for your CV. **Ross** GM

There's a nice range of models to get to grips with, including this lumbering thing.

JUDGEMENT

OVERALL 78%

Decent handheld flight sim, with a good variety of gameplay..

XBOX 360 • OUT: OCTOBER • FORMAT: XBOX 360 • PRICE: £49.99
• DEVELOPER: KONAMI DIGITAL ENTERTAINMENT GMBH
• PUBLISHER: KONAMI • OTHER FORMATS: NONE
• ONLINE: YES • PLAYERS: 1 (1-8 ONLINE)

BOMBERMAN ACT: ZERO

Bomberman is back, and it's no longer child's play...

So Bomberman's reached a Robin Williams moment in his career and wants to be taken seriously. And while its out with the cartoon visuals, it's in with a 3D mode to bring you closer to the battles. The online multi-player is obviously the centrepiece of the game but the single-player battles also provide a pretty robust challenge. Despite its appearance, once you scrape away the oh-so-serious back story and post-apocalyptic setting you'll see more or less the same old *Bomberman* underneath. Way more fun than it pretends to be. **Ross** GM

Recognise this fella? It's Bomberman, but he's all grown up!

JUDGEMENT

OVERALL 70%

Could do with a few more options, but otherwise quite good.

PC • OUT: SEPTEMBER • FORMAT: PC • PRICE: £34.99
• DEVELOPER: SIMBIN DEVELOPMENT TEAM
• PUBLISHER: 10TACLE STUDIOS • OTHER FORMATS: NONE
• ONLINE: YES • PLAYERS: 1 (1-8 ONLINE)

GTR 2: FIA GT RACING GAME

Challenging driving sim that prefers to keep it real.

Helped by a new DirectX9 engine, *GTR 2* leaves its predecessor at the lights in the graphics department. It also aims for photorealism (as opposed to high-impact shiny *Gran Turismo*-style visuals) which look great in high-definition, but do suck a little fun out of the experience. Game modes consist of time trials, weekend racing, 24 hour races and championships. Despite boasting accurate and rather unforgiving physics, the game does give newcomers to *GTR* a bit of a break by including a decent set of customisable 'realism' controls. Still, a pretty stern test for all but the most capable drivers. **Geraint** GM

No time to admire the view. *GTR 2* commands your complete attention.

JUDGEMENT

OVERALL 83%

Sophisticated driving action with scarily realistic physics.

- Ultimate Game of The Year
- Publisher of The Year
- The One to Watch For 2007
- Retailer of The Year
- Soundtrack Award
- Online Game of The Year
- PC Game of The Year
- PlayStation Game of The Year

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CHEAT MASTER

QUALITY CHEATAGE SINCE 1993

Right. Here are the newest and coolest cheats currently in existence – unless you know better. If you've found something great in a game, come up with an easy way past a difficult bit or discovered something secret to amaze your fellow gamers we want to hear all about it. Send your stuff (take a quick pic if you can) to the usual address over the page. We're handing out free games and limited edition swag for the best things we're sent!

A virtual supermarket full of fresh cheats. Go crazy!

TIP OF THE MONTH

Never die in *Saint's Row* again with out fabbo cheats...

SAINTS ROW 360

- FULL HEALTH!
- INFINITE AMMO!
- TONNES OF VEHICLES AND WEAPONS!

Pause the game and press L or R until the cell phone is highlighted. Select dial and then enter one of the numbers below, then choose call to activate the cheat. All achievements are disabled when cheats are activated. You need to reset the game to disable the cheats.

#FULLHEALTH – Full health.
#2666 – Infinite ammo.
#SPRINT – Infinite sprint.
#66639 – $10,000.
#NOCOPS – No police notoriety.
#NOGANGS – No gang notoriety.
#SHEPHERD – Spawn .44 shepherd.
#ROCKET – Spawn RPG launcher in garage.
#PIPEBOMB – Spawn pipebomb in garage.
#268 – Spawn Ant in garage.
#AQUA – Spawn Aqua car in garage.
#BETSY – Spawn Betsy in garage.
#2855364 – Spawn Bulldog in garage.
#22766 – Spawn Baron in garage.
#CAVALLARO – Spawn Cavallaro in garage.
#267667 – Spawn Cosmos in garage.
#BULLDOZER – Spawn bulldozer in garage.
#10 – Lightning will strike pedestrians at random intervals.
#SUNNY – Sunny weather.
555-6666 – List all phone numbers.
911 – An ambulance will arrive to heal you for a fee.
555-819-8416 – Big Willy's Cab will pick you up for a fee.
555-455-8008 – The TNA taxi service will take you anywhere on the map for a fee.
555-2445 – Guy in a chicken suit will follow you around.

This is a bit like Geraint's last driving lesson. It didn't end well.

MARIO HOOPS 3 ON 3 DS

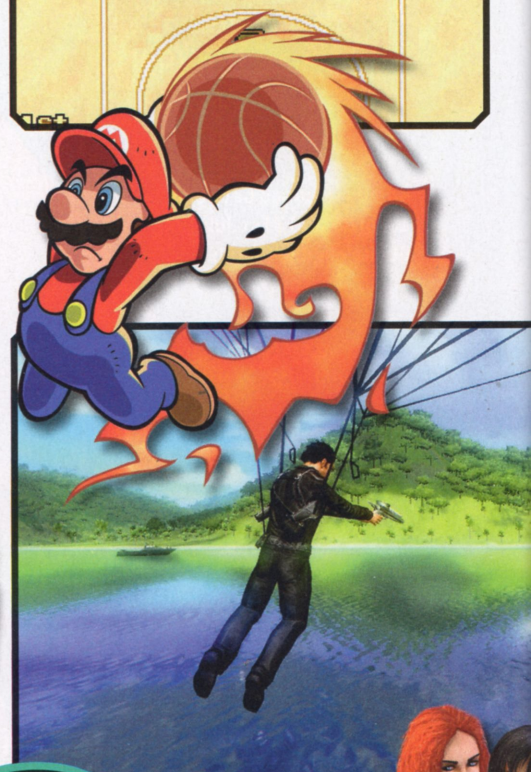
- UNLOCK NEW STAGES!

GIRA GIRA DESERT STAGE
Win by 800 points in the Normal Star Cup to unlock the Gira Gira Desert stage.

MOOGLE GARDEN STAGE
Dunk three times on the Daisy Garden Court in the Flower Cup. A panel should appear. Get a blue seed to unlock the Moogle Garden stage.

SUNSET BEACH STAGE
Play at Noko Noko Beach between 4.00 and 6.00pm in Exhibition mode. Win by 200 points to unlock the Sunset Beach stage.

Tired of pounding the same old courts? Use our tips to find some fresher pastures.



OUR TOP 10 TIPS

Share your top tips with us, the best one wins a game!

1. TOMB RAIDER: LEGEND PS2 XBOX PC PSP 360

Defeat the Project Carbonek Boss...

After the creature is released, run around the dome. Turn the switches on. When you have pressed all the switches, jump on the magnetic gun and then shoot the balls that fall from the ceiling. When a ball is in place it will lower a shield from the sword fragment hanging above your head. This may take some time because the monster will keep knocking you off the gun, and each hanging ball only stays in place for a few seconds. When you have all four balls pointing towards you, a chamber will open above your head and the sword fragment will appear. Get the weapon by blasting it with Lara's grapple gun. When you have it, an intermission sequence will begin and the level will end. Success!

Joe Dunn, London

2. GRAND THEFT AUTO: LIBERTY CITY STORIES PSP

Destroy choppers with one shot!

Instead of shooting randomly at the helicopter, get your sniper rifle out and aim at the pilot. (Remember he'll be on the right hand side of the chopper as it faces you.) This usually causes the heli to spiral out of control, before crashing and blowing up! Nifty, huh?

W. Mason, email

3. THE SIMS 2 PC

Make Aliens in Create-a-Family mode!

In Neighbourhood mode open the cheats bar (Ctrl+Shift+C) and enter 'boolprop

GREATEST CHEATS EVER!

JUST CAUSE (360)

SCORE BIG POINTS!

Complete the following achievements to unlock the following Xbox Live Gamerscore points.

COMPLETE 10 SIDE MISSIONS: 5 points.
LIBERATE 11 PROVINCES IN SAN ESPERITO: 25 points.
COMPLETE STORY MISSION 7: 25 points.
COMPLETE STORY MISSION 14: 50 points.
COMPLETE ALL STORY MISSIONS: 125 points.
LIBERATE 22 PROVINCES IN SAN ESPERITO: 50 points.
COMPLETE 15 TAKEOVER MISSIONS: 75 points.
COMPLETE 15 TAKEOVER MISSIONS: 25 points.
COMPLETE 30 TAKEOVER MISSIONS: 50 points.
COMPLETE 45 TAKEOVER MISSIONS: 75 pts.

If you're gonna liberate an island, why not do it in style? Won't score you any points, mind.

Shooting and paragliding. So men can't multi-task?

BULLETS A GO-GO!

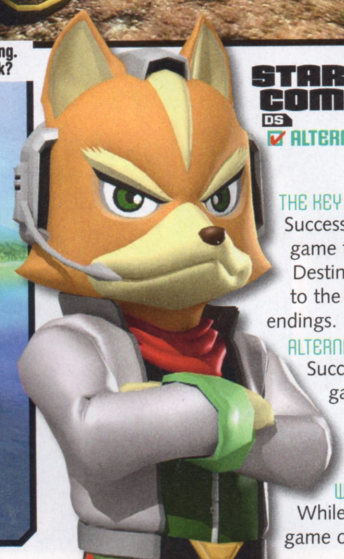
DEUS EX (PC)

PUBLISHER: EIDOS
YEAR OF RELEASE: 2000

Based on a famous(ish) quote spoken by a little bald kid in the Oracle's house in 1999 sci-fi classic *The Matrix*, the multi-purpose 'thereisnospoon' code is used in games including *Deus Ex*, *Jedi Outcast* and *Jedi Academy* to activate various bullet-time modes. It's also used in *Warcraft 3* to give magical units unlimited mana. Now that's one heck of a cheat!

STAR FOX COMMAND (DS)

ALTERNATE ENDINGS!



THE KEY OF DESTINY
Successfully complete the game to unlock The Key Of Destiny, which allows access to the different paths and endings.

ALTERNATIVE TITLE SCREEN MUSIC
Successfully complete the game with all endings to hear music from *Star Fox 64* at the title screen.

WI-FI RANKING
While playing the game on Wi-Fi, a letter

TOP 20 CHEATS

Oh cheaty cheats how we adore thee! Check out our updated UK Top 20...

01 CARS (DS GBA PS2 PSP)

DO IT: Enter the code IF900HP.
WHAT IT DOES: Unlocks all tracks and minigames.

02 GTA: LIBERTY CITY STORIES (PS2 PSP)

DO IT: Enter the code ○, ○, ○, ○, ○, ○, ←, ⓡ during a game.
WHAT IT DOES: Unleashes a pedestrian riot.

03 NEW SUPER MARIO BROS. (DS)

DO IT: In World 1, get to the tower with the Blue Shell power-up, then use the first pipe to get shot into the air and access the gold door on the way down. On the right there's a gap that Mario can squeeze through to find three blocks which can be destroyed with the Blue Shell. Then finish the level to unlock the World 1 Warp Cannon.
WHAT IT DOES: Warps you from World 1 to World 5.

04 THE SIMS (PC)

DO IT: While playing the game, press [Ctrl] + [Shift] + C and enter "klapaucius;:". Then, hold [Enter] so that "No such cheat" begins to flash.
WHAT IT DOES: Keep the key held to gain up to 99 million simolians.

05 DR KAWASHIMA'S BRAIN TRAINING (DS)

DO IT: At the title screen, say "Glasses glasses" into the microphone.
WHAT IT DOES: Makes the doctor remove his glasses and say something to you.

06 THE SIMS 2 (PS2 PC DS PSP)

DO IT: Order groceries and wait for the bloke to deliver the goods. When he arrives, ignore him. He will ring the bell two or three times and wait for you. When you do not answer, he will place the goods there and not take your money.
WHAT IT DOES: Free groceries!

07 PRO EVOLUTION SOCCER 5 (PS2 XBOX PC PSP)

DO IT: Tap ○2 as the ball comes to you.
WHAT IT DOES: Does the mega-effective new ball trap, which gives your player excellent control.

08 NEED FOR SPEED: MOST WANTED (PS2 XBOX GBA PSP 360)

DO IT: At the start screen, enter ↑, ↑, ↓, ↓, ←, →, ↑, ↓
WHAT IT DOES: Unlocks an extra marker for use in the shop.

09 PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST (PSP GBA)

DO IT: Enter △, ○, △, ○, △, △, △, ⊗
WHAT IT DOES: Unlocks the full health cheat.

10 OVER THE HEDGE (PS2 XBOX GBA DS)

DO IT: Complete 40 objectives.
WHAT IT DOES: Unlocks the Range Driver 2.

11 SINGSTAR ANTHEMS (PS2) (PS2 XBOX PC 360)

DO IT: Hum!
WHAT IT DOES: Easy pointage.

12 STAR WARS: BATTLEFRONT 2 (PS2 PSP)

DO IT: Pause the game in Story, Instant Action, or Galactic Conquest mode and press ↑(3), ←, ↓(3), ←, ↑(3), ←, →. If you entered correctly, you'll hear a sound.
WHAT IT DOES: Makes you invincible.

13 PIRATES OF THE CARIBBEAN: JACK SPARROW (PS2)

DO IT: At any time when both Jack and Will or Elizabeth are injured, find a health chest. Open it with one person. Instead of moving that same character, switch and walk a bit off so that the other character moves with you. Have the person you are controlling move back to the chest and get the power-up.
WHAT IT DOES: Switch back and both characters will be fully healed instead of just the one.

14 FORMULA 1 06 (PS2 PSP)

DO IT: Get gold lap times at every track in time trials.
WHAT IT DOES: Unlocks Jerez track.

15 FIFA 06 (PS2 XBOX PC PSP)

DO IT: Unlock career teams in the My FIFA menu by completing challenges.
WHAT IT DOES: Start as five star team in Career mode.

16 ANIMAL CROSSING: WILD WORLD (DS)

DO IT: Speak to Tortimer during the fireworks show (every Saturday in August, from 7-12)
WHAT IT DOES: Gives you Roman Candles and sparkler items.

17 FIFA STREET 2 (PS2 XBOX DS PSP)

DO IT: At the main menu, hold ○1 + △ and press ←, ↑, ↑, →, ↓, ↓, → and ↓.
WHAT IT DOES: Unlocks all venues.

18 MONSTER HOUSE (PS2 CUBE GBA DS)

DO IT: Finish the game.
WHAT IT DOES: Unlocks hard mode. Fun!

19 BIG BRAIN ACADEMY (DS)

DO IT: Get a higher score than the following in Practice Mode:
Bronze Medal: 50 grams
Silver Medal: 150 grams
Gold Medal: 250 grams
Platinum Medal: 350 to 400 grams
WHAT IT DOES: Unlocks you those medals.

20 GTA: SAN ANDREAS (PS2 XBOX PC)

DO IT: While playing, press ↓, ⊗, →, ←, →, ○, →, ↓, ↑, △. If you entered the code correctly, a message will appear.
WHAT IT DOES: Infinite health with a modified paint job.

testingcheatsenabled true', then go into create a family mode. Click on the icon to make a sim and press Shift+M, a box will come up in the corner of the screen saying that Create a sim is now in debugging mode. This cheat unlocks the alien skin and eyes. After you've made your alien sim press Shift+N to turn off debugging mode and when you go back into Neighbourhood mode open the cheats bar and turn off the other cheat with 'boolprop testingcheatsenabled false'. Make sure to do that before you move your alien sim into a house or your game will crash and burn.
Eleri Cowlyn, Newcastle

4. MGS3: SNAKE EATER (PS2)

Defeat Volgin easily!
When you first fight Volgin, put on the Raiden mask and Volgin won't attack! Equip your most powerful weapon and blast away at his body – he won't be able to get his shield up 'till the next round of the scrap...
Stephen Evans, Ireland

Solid Snake, yesterday, just by Bath weir. He was having a Sally Lunn's tea cake.

5. OUTRUN 2006: COAST 2 COAST (PS2 XBOX PC PSP)

Loadsa *Outrun* miles... Edit a license and enter "MILESANDMILES" as your name. Then, answer "No" when prompted to confirm your new name to instantly amass a whopping one million OutRun miles!
Steve Walker, Notts

If all this is making you nostalgic, how about hearing the *Star Fox 64* music all over again?

is displayed by your name. This letter begins as Z, representing the lowest rank of pilot. The only way to increase your rank up to A is to collect the stars from enemy ships that have been destroyed. Each star gives you about 8 to 9%. When you reach 100%, your letter will move up the alphabet. However, the only way for you to get all the experience from each star is to be in first place after each match.

Keep blasting through the game to unlock goodies!

DISGAEA 2: CURSED MEMORIES

PS2

☑ EXTRA CLASSES!

BONUS CLASSES

Successfully complete the indicated task, before petitioning the Dark Assembly with the appropriate bill to unlock the corresponding class.

ARCHER: Have someone reach Level 5 Bow Mastery.

BEAST TAMER: Successfully capture a monster.

CHAOS SOLDIER: Successfully complete the game.

FEMALE NINJA: Have someone reach Level 5 Weapon Mastery with Fist and Staff.

GUNNER: Have someone reach Level 5 Gun Mastery.

HEAVY KNIGHT: Have someone reach Level 3 Spear Mastery.

MAGIC KNIGHT: Have someone reach Level 3 Weapon Mastery with Sword and Staff.

MALE NINJA: Have someone reach Level 5 Weapon Mastery with Fist and Sword.

SAMURAI: Have someone reach Level 5 Sword Mastery.

SINNER: Have someone in your party become a criminal.

ALTERNATIVE ENDINGS

Successfully complete the indicated tasks to view the corresponding ending:

AKUTARE ENDING: Lose to Akutare.

BAD ENDING: Have Adel 10+ Previous Offence, Killed Ally 50+ times, then successfully complete the game.

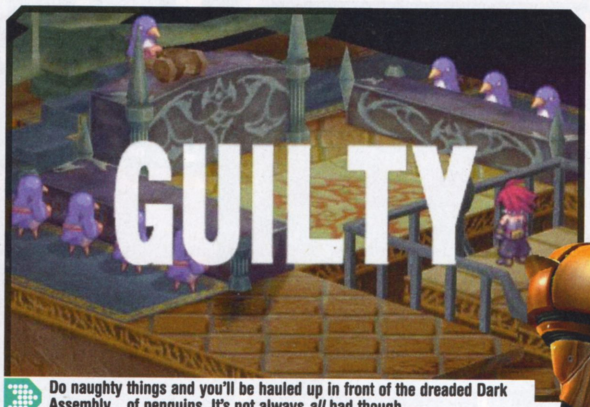
ETNA ENDING: Defeat Etna in Chapter 3. Laharl ending: Defeat Laharl in Chapter 11.

MIDDLE BOSS ENDING: Defeat the Mid-Boss before Chapter 4.

TINK ENDING: Defeat the Final Boss with Level 1000 Tink.

WORST ENDING: Have Adel 99+ Previous Offence, Killed Ally 99+ times, and Rossary Dead.

This shameless rip-off... sorry, *glowing homage* to *Power Rangers* is one powerful special attack. Learn how to unlock it!



Do naughty things and you'll be hauled up in front of the dreaded Dark Assembly... of penguins. It's not always *all* bad though...

YAKUZA

PS2

☑ FIGHTIN' FUN!

MASTER FIGHTER MODE

Get an "S" rank in all 50 missions in Battle Review mode to unlock Master Fighter mode. In this mode, you've got unlimited heat.

BONUS BOSS BATTLE

Successfully complete all side quests and a secret Boss will appear in front of the movie theatre. Chat to him to initiate the scrap.

Become an expert in making people bleed and Yakuza will reward you heartily.

There's even a bonus bossman to pummel into the pavement.

THE HARDEST GAMES IN THE WORLD

METROID PRIME

(GAMECUBE)

PUBLISHER: ..... NINTENDO

YEAR OF RELEASE 2002

We're pretty hardcore *Metroid* fans here at *GM*, but even we'll admit to throwing tanties in the games room after being pwned by *every single boss* in this cracking adventure. From the initial misery at the hands of Flaagra (the flower freak) and Thardus (boulder boy) to the beating dished out by winged tyrant Meta Ridley, it was continue hell. And don't even get us started on the multi-part Metroid Prime and all that switching between visors and weapons! *Shudder.*

YOUR TOP 10 TIPS

6. ELDER SCROLLS IV: OBLIVION

PC 360

Infinite health!

Read our fiddly way to becoming immortal...

Use the "Duplicate items" trick on a potion of strong health. Repeat the duplication to get the desired amount of potions. Open the inventory screen and go to the strong potion of health. Hold Y and quick link it to one of the D-pad directions. When you are low on health, just tap the hotkey direction to use a potion. When running low on health potions, repeat the duplication process. Simple!

Sadie Jameson, Burnley

7. NEW SUPER MARIO BROS.

DS

Play as Luigi

At the "Select A File" screen, highlight a file, then hold L + R and press A to play as Luigi in single-player mode.

Billy Batson, Ipswich

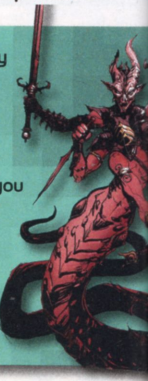
8. THE GODFATHER

PS2 XBOX PC

Easier car chases...

When you're being chased by enemies in a car, let them drive up on your side. Usually they will come up near your rear on your left or right. Then, look ahead and lure them into an accident. Usually they will smash into something like oncoming traffic or a wall if timed correctly. They will eventually come back and catch up to you, but if you keep doing this they will eventually blow themselves up (since you cannot shoot out your car at them).

Charlie Hazel, Sunderland

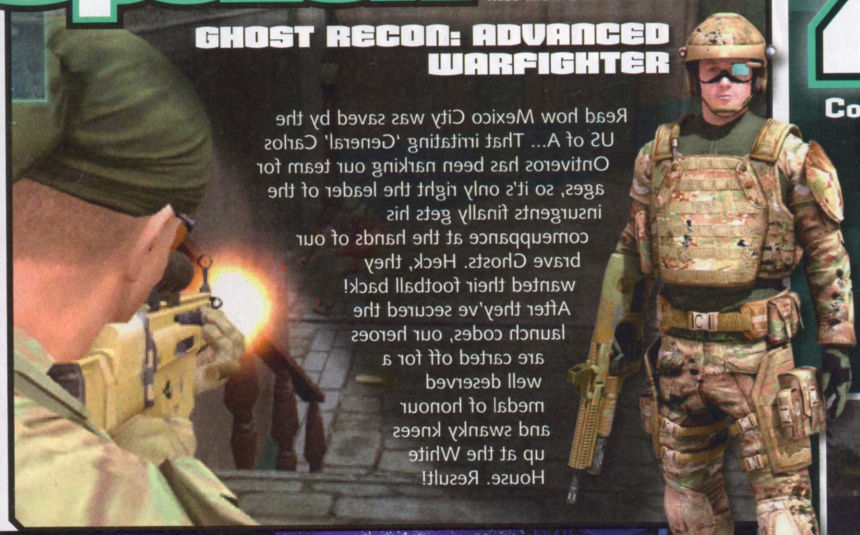


Spoiler!

29

Read this in a mirror to reveal all...

GHOST RECON: ADVANCED WARFIGHTER



Read how Mexico City was saved by the US of A... That irritating 'General' Carlos Ontiveros has been marking our team for ages, so it's only right the leader of the insurgents finally gets his comeuppance at the hands of our brave Ghosts. Heck, they wanted their football back! After they've secured the launch codes, our heroes are carted off for a well deserved medal of honour and swanky knees up at the White House. Result!

GRADIUS COLLECTION

PSP

☑ GUNS 'N POWER-UPS!

CHEAT MODE

Pause in any game on the easier difficulty setting, then press ↑ ↑ ↓ ↓ ← → ← → L1 R1 to unlock all weapons and power-ups. For the Japanese version, press ↑ ↑ ↓ ↓ ← → ← → ⊗ ◎.

Three-headed dragon ahoy! But which body part to aim at?

CONSOLETATION ZONE

Coming to the aid of stuck gamers 1993!

GRAND THEFT AUTO 3 PS2

Hi GamesMaster,
I was wondering if you could help me with the mission "Bomb da Base" on Grand Theft Auto 3 *for PS2. I'm really stuck and can't figure what to do!*

Simon, Port Glasgow.

This is a tricky one Simon – destroying that darn ship isn't easy! Firstly, head over to 8-Ball's bomb shop. He wants $100,000 to help out, so pay the man and receive the sniper rifle. Head down to Portland Harbour and start sniping the guards one-by-one. 8-Ball will jump on the boat to start his part in proceedings, so now you've got to concentrate on protecting him. We'd recommending keeping 8-Ball constantly in your sights, and concentrating upon picking off the enemies closest to him. Keep doing this for a couple of minutes and your buddy will lay the explosive, triggering a cut scene and putting you in the money!
Hope that helps,
Simon!

Ah, *GTA 3*. The memories! We still remember how surprised we were by it.

METROID PRIME: HUNTERS DS

Hey GM,
I desperately need help defeating the rock-solid boss Gorea in Metroid Prime: Hunters. *I can make him lose one of his arms but then I run out of ammo and he gets it back! What gives?*

MSean, Catford

This guy is a real nightmare! Firstly, scan Gorea and one of his arms, then quickly run to the perimeter of the room, on the other side of the yellow moat. Gorea is unable to reach you, but he can still shoot! Scan one of the blue floating objects for the Trocra bioform – then shoot the coloured plates in this order with these weapons...

Yellow: Volt Driver
Green: Battlehammer
Orange: Magmaul
Blue: Shock Coil
Purple: Judicator
Red: Imperialist

Now charge around the perimeter of shooting the Trocras with your Power Beam for Energy and UA. When Gorea turns red, blast him with the Imperialist to shoot both of his shoulders to destroy them in one hit. Gorea will change forms, so scan him again for the Gorea bioforms and shoot away at his yellow eye with your Imperialist. After a while, he'll return to his original form. Simply repeat the process until he dies. Phew!

GOT A PROBLEM? STUCK IN A GAME?

WE CAN HELP! EMAIL IT TO US AT GAMESMASTERTIPS@FUTURENET.CO.UK, SUBJECT CONSOLETATION OR WRITE TO CONSOLETATION ZONE, GAMESMASTER, 30 MONMOUTH STREET, BATH. BA1 2BW. IF WE CAN'T HELP - YOU'VE HAD IT!

WE WANT YOUR TIPS!

We want your best tips and secrets for any game. Make sure they're cool things you've discovered and email them to gamesmastertips@futurenet.co.uk or by post to My Top Ten Tips, GamesMaster, 30 Monmouth Street, Bath BA1 2BW. The best tip every month gets a free game.

9. NEVERWINTER NIGHTS PC

Win every battle

An easy and effective strategy when fighting Bosses or other hard to kill creatures is to make them follow you until you reach an area transition door. Fight close to it and when your hit points are low, exit. The creature will not follow you through the door. Rest and save; then go back to fight.

It's sneaky and you know it... but it works!

Normally the creature will not have regenerated.
Rob Walcott, Stoke-on-Trent

10. SHENMUE 2 XBOX

Easy money...

Go behind warehouse #8 on Fortunes' Pier. There is a set of Lucky Hit tables there. Choose the second table from the left. The board features a tiger with wings, and the bet is $20 to win $60. Drop the marble fairly close to the left side of the table and win about 60% of the time. You can make $1,000 in a day.
Sam Frost, Clacton

GM'S TOP 5 MOST WANTED TIPS

1. JUST CAUSE
Have you discovered any smart hidden stuff (new vehicles, weapons) while working your way across the gigantic archipelago?

2. KINGDOM HEARTS 2
This RPG is brimming with tasty Easter Eggs. Let us know about them!

3. FIFA 06
Uncovered any cool signature moves that you think we should know about. Scored any soft goals? Tell us!

4. RESERVOIR DOGS
Any cool hidden nods to the film that have made you giggle?

5. POWER STONE COLLECTION
Unlocked any hidden fighters, stages or special attacks?

KNOW HOW TO...

Build your way to success in Lego Star Wars 2!

TIPSTER
Martin 'The' Saint

TIME TO COMPLETE
About seven hours – but it's dramatically less the second time around. A lot of your time will be spent working out the puzzles.

BEST BIT
Obviously lightsaber fights are always good, but it's the spectacular flying levels that are the best – Lego Star Destroyers will never become old hat.

HARDEST BIT
The darn puzzles! Kid's game? Not on your nelly.

WHERE ARE YOU STUCK?

EVERYWHERE!
The surprisingly hard puzzles can be a nightmare, as well as finding all the hidden goodies, such as power bricks, canisters and the time trial runs. Sounds like all of it really, doesn't it?

LEGO® STAR WARS™ II
THE ORIGINAL TRILOGY

The LucasArts press release states that this is aimed squarely at the young. The fact that some of the puzzles could have you stumped for many an hour makes a mockery of this bold claim. You'll need help if you want to retain your sanity. Thankfully, we have just the thing. Ain't we good to you?

GENERAL HINTS AND TIPS...

BUILD IT!

If you can't reach somewhere, shoot or look for anything that looks destructible – chances are you can build a bridge or a gun from some sort of debris to aid you in progressing.

CANISTERS!

Look out for the canisters. There are 10 to be found in every chapter, adding up to 180 in total. A lot of them can only be found through using characters you unlock during the game.

DROIDS!

Don't underestimate the value of R2-D2 and C-3PO, because just as in the films, they are major players in unlocking doors and hovering over to otherwise inaccessible areas.

FUZZBALLS!

Ewoks... rubbish, but useful for those small spaces. As this little chap proves here. In fact it's impossible to get through the game without the little dead-eyed blighters' help.

MIX IT UP!

Playing as different characters has quite a surprising impact on how the game is played. Going back to free play as Vader will mean that you can unlock secret items that a Jedi can't.

SNOOPIN'!

Just because you can't see it, doesn't mean it's not there, young Padawan. Sense the objects wrapped in the Force! Or you could just investigate around corners hidden from the camera.

THINKIN'!

Everything in *LSW2* can be solved with logic. To succeed in solving a puzzle, it's best to look at everything methodically. That lever does that, so this will be activated if I press this here...

JUMPIN'!

Experiment – you can't die, so throw yourself off that ledge if it means getting that unlockable item or character. And it's always funny to launch an Ewok out of a tree, too.

EPISODE IV – A NEW HOPE

PUZZLES AND HINTS

In the Jundland Wastelands, C-3PO is the only one who can activate the machine that sucks all the moisture from the swamps. Build bridges from the rubble because C-3PO can't climb stairs.

When you jump off a creature, you jump twice as high, and this is key when you're going through Mos Eisley space port. Use the Bantha to jump onto the tops of the building to progress.

In the Death Star escape, move the crane three times so it's in the middle of the hangar. Push the platform to the turning lever. Swing onto the platform to push the explosive down onto the gantry.

On levels such as Escaping the Death Star, there are switches on the wall that give you a Stormtrooper helmet. This is often how you access the next part of the level.

USING DIFFERENT CHARACTERS

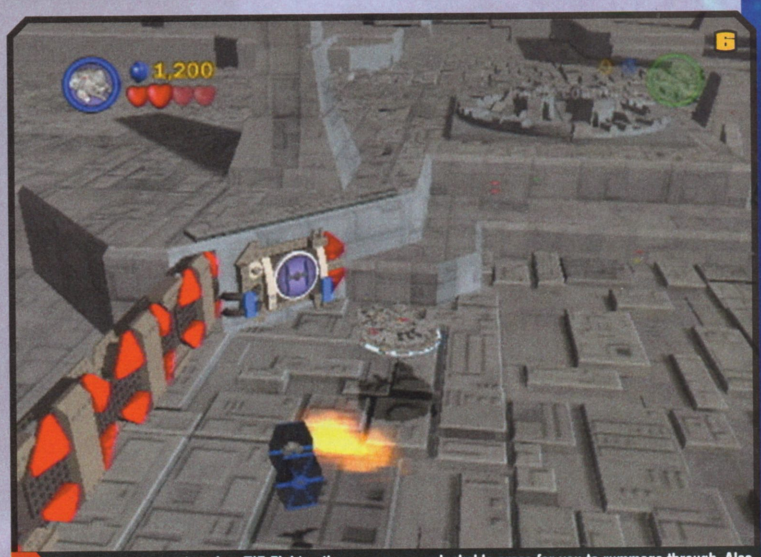
Fancy some biiiiig point action? Using a Force character right at the start of the first level and going right at the T-junction unlocks a double score room, meaning you get more bang for your buck. There's also a canister lurking around here.

In Rescuing the Princess, if you use a Force character you can make the jump that, in the story, only old Obi Wan can do. Goodies are abundant round here, including canisters 'n studs.

Using Darth Vader in the Jundland Wastelands level means you can use the Dark Side to move the two massive metal doors near the beginning of the level to access a juicy secret area.

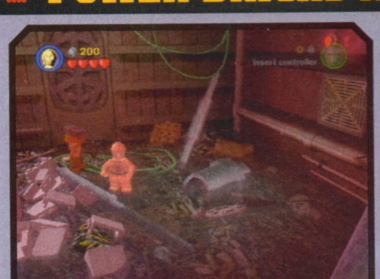
To get the Falcon up onto the balcony, you have to use a combination of characters to move the Falcon into an accessible position. And you can also find a giant silver trophy. Nice.

At the beginning of the Mos Eisley level, use a Force character to jump across the mammoth gap that is broken from the double score zone. Yet another hidden room awaits you...



If you retrace your steps in a TIE Fighter, there are many unlockable areas for you to rummage through. Also recommended – doing the mission in the Millennium Falcon because everybody knows Han is miles cooler than Luke. *Miles.*

POWER BRICKS AND CANISTERS



Using C-3PO as soon as you get out of the trash compactor, the door to your left opens up a room, where you can use your building skills to make a safe that has a power brick inside it.

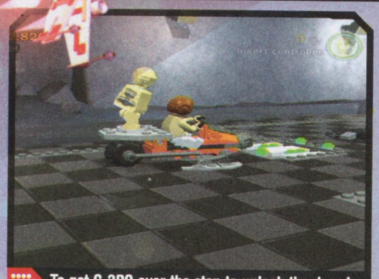
A simple, ingenious but kick-yourself puzzle. To get the canister under the gantry, use a bounty hunter thermal grenade on the metal thing to blow up the floor. Simple.

In Escaping the Death Star, getting the canister underneath the hangar floor is simple. Use Wicket to go through the ventilation shaft where the mini buggy is stored under the gantry.

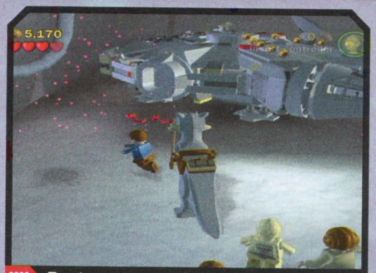
When you find the Stormtroopers outside cleaning the windows, jump into the crane and start moving them about, slapstick fashion. The glass will eventually break, giving you a canister.

EPISODE V – THE EMPIRE STRIKES BACK

PUZZLES AND HINTS



To get C-3PO over the step to unlock the door in Escape from Echo Base, you need to build a comedy bike from spare Lego. It comes complete with flipper, catapulting the droid over.

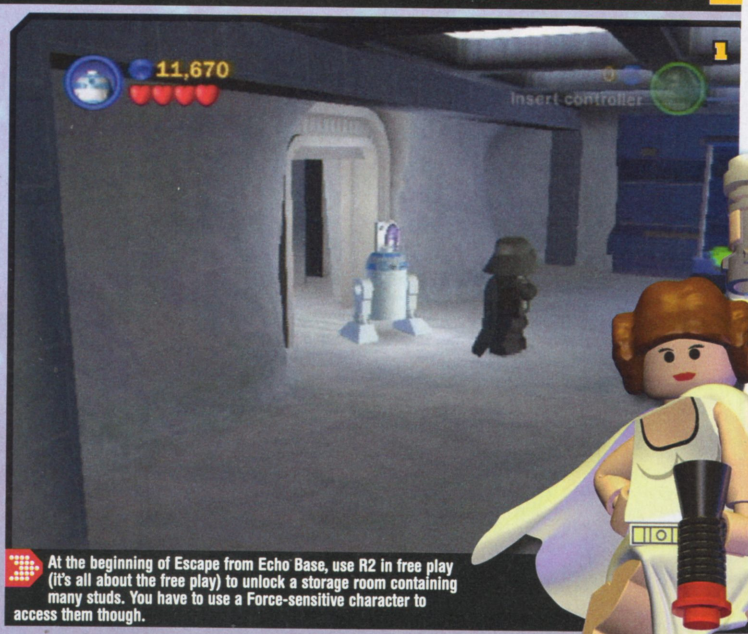


Tauntauns are essential for getting onto the Millennium Falcon. Push the boxes into the red slots to unlock the door. Get on a Tauntaun and get next to the Falcon. Now jump onto the ship.

Dagobah can often be confusing, like when you need to get R2 up to the door. Force Push the left tree down, then the right. Get R2 onto the right tree before it goes up, then hover across.

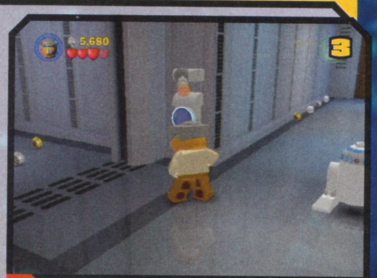
Betrayal over Bespin is fiddly. Lando is the only character in the proper story who can make the jump across here. Wait until he's at the apex of his first jump before hitting the jump button again.

USING DIFFERENT CHARACTERS



At the beginning of Escape from Echo Base, use R2 in free play (it's all about the free play) to unlock a storage room containing many studs. You have to use a Force-sensitive character to access them though.

Unleash the studs! Use the Force on thee chairs and tables to unleash stud after stud, as well as the odd heart.



At Cloud City, there are many a door which only bounty hunters can get through for special goodies. This is just after the point at which you have to build a gun to blow up the doors.

Vader can be used in the same way a Stormtrooper helmet can be used. Here, on Cloud City, use Vader to continue in the level without going back for the Stormtrooper helmet.

At the second Vader fight, amidst all the carnage, use your Ewok to get access to that imprisoned canister. The hatch is next to the raised platform which R2 goes up.

In the Cantina you may have noticed several objects, such as light fittings and tables, which look interactive. That's because they are. Use the Force on the lights to gain extra studly goodness.

POWER BRICKS AND CANISTERS

Escape from Echo base – Use a Force character to reactivate the four sonar screens. Look right to see a green button flashing. Hit to unlock a canister that falls out the roof.

At Dagobah, once you've built the ramps for R2, go right and use the Force to blow up the fence. Double jump over, Force Break the blue brick, and build the tractor. Drive over the red lights.

Once you've seen Vader off for the first time, open up the freeze chamber, build the crane and pick up a Stormtrooper and lob him down the hole. Build the bricks to make a canister.

Use a bounty hunter character to get to Boba Fett's ship (Slave-1) before he flies off. Jump onto the top of it and then use a Force character to double jump up to the power brick.

EPISODE VI – RETURN OF THE JEDI

PUZZLES AND HINTS

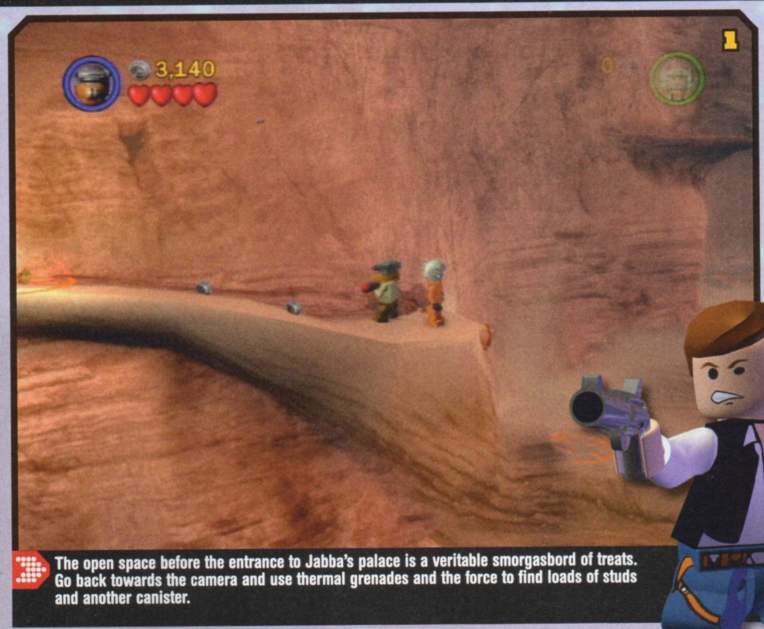
Building the Imperial themed juke box is very handy, as it stops Jabba's Gammorrean guards from attacking you. Instead they play air guitar, giving you the chance to crush them like biscuits.

On Jabba's ship, to reach the lever that moves the platform round, Force Push the left armour plate up. Stand on it and jump up to push the box down which explodes into bits for a swing pad.

To get past the four generators, you need to use the AT-STs. The hardest one to find is the one that's built out of vegetation and a cage you unlock by pressing the lever up the hill to your left.

The trickiest of the tractor beam switches is in the right room. R2 hovers over to the platform above the window to unlock bricks that when built unlock an Ewok door – it leads to the room.

USING DIFFERENT CHARACTERS



The open space before the entrance to Jabba's palace is a veritable smorgasbord of treats. Go back towards the camera and use thermal grenades and the force to find loads of studs and another canister.

Using the Dark Side of the Force here opens up the pit and explodes the hatch, unleashing a fair few studs. Be quick to collect them before they fade away, mind.

Use the Force in the pit of Carkoon to build structures (i.e. masts such as the one in this shot) that have studs placed on top of them. They all count towards your Jedi total.

In areas like these skiffs, use thermal grenades to save time, as the high damage radius reveals studs much quicker than single shooting or sabering. They're great at wiping out the enemy too.

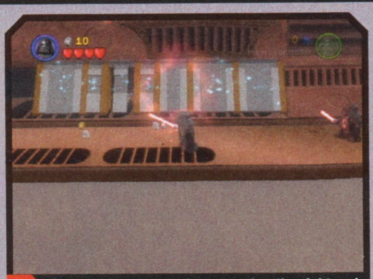
In the first tree house here, use a Force character to reconstruct the "cooking scene" from the film. When you set of the flames under the spit roast, you'll unleash loads of studs too.

Using a Force character on these "disco" balls lifts the platforms up so you can double jump your way across to a canister. The Stormtroopers in the trees need shooting before you attempt this, though. Who would have thought Stormtroopers could climb in all that armour?

POWER BRICKS AND CANISTERS

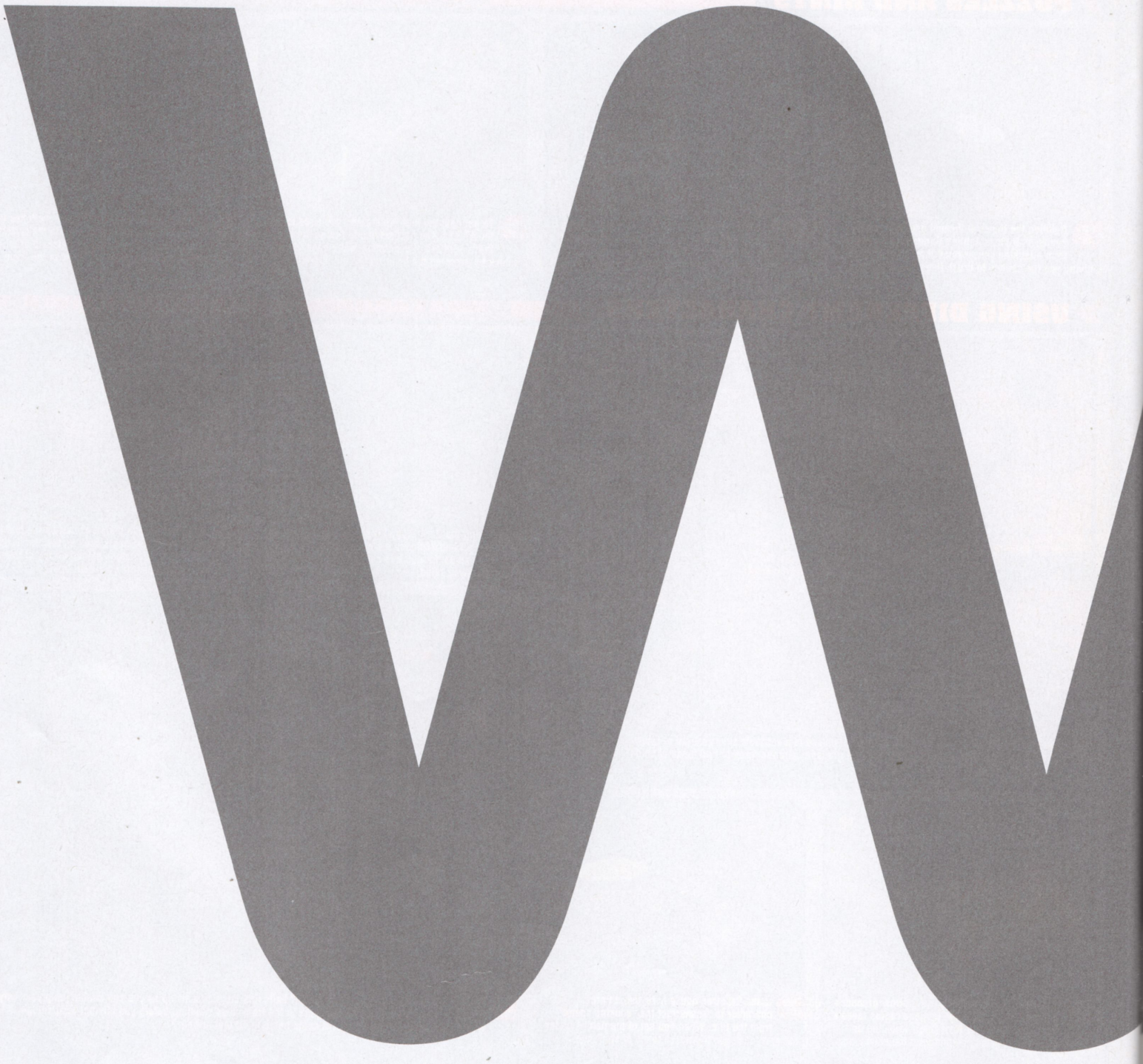
Before you enter Jabba's palace, become a bounty hunter and thermal grenade the rubble to your left. You'll now be able to swing up to the ledge and Jedi jump over to a canister.

Before you jump onto Jabba's ship to the left, construct a platform to the right to access a double score zone. Swing up to the front of the ship to unlock a to-be-made canister.



On Jabba's ship, continue round to the right and keep Force Pushing up the armoured sides to find the switches that unlock a series of doors that eventually lead to a canister.

Gain access to this canister by thermal detonating the metal objects, Force Stacking the crates, turning the lever and then shooting the crate with the land speeder.



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OVER £2000 OF PRIZES TO WIN!

WIN! MERCURY MELTDOWN

The chemical element Mercury is also called what?

A) QUICKSILVER
B) BILLABONG
C) ROXY

5 COPIES TO BE WON

TEXT QUIZ2 <SPACE> A,B,OR C TO 87103

WIN! FIFA 07

Who scored England's only goal against Macedonia in the European Championships qualifier recently?

A) DAVID BECKHAM
B) WAYNE ROONEY
C) PETER CROUCH

5 COPIES TO BE WON

TEXT QUIZ3 <SPACE> A,B,OR C TO 87103

COCK-A-ROACHES!

You wouldn't want Tony Montana in your house. As well as the whole drug baron thing, his propensity to go mental with a machine gun is unlikely to see him top of anyone's list for inviting round for some Pringles and a bit of *Singstar*. And, if he did somehow scuff your welcome mat, the pottiest mouth in gaming would fill your house with profanity. And he'd probably criticise your home's lack of marble columns and caged tigers. Typical.

But how about an amazing life size statue of Tony, one of the film world's most legendary anti-heroes, soon to find videogame fame in *Scarface: The World is Yours?* It's worth £500! If nothing else, he's guaranteed to scare the life out of anybody who comes home late at night, forgetting they've won our *Scarface* compo, and sees a man with a gun in the corner of the room staring at them with dead glassy eyes. Far better to position him so he can watch you playing *Scarface: The World is Yours* on your new PS2 on the Toshiba LCD TV that also makes up this month's star prize. He's YOUR leetle friend after all.

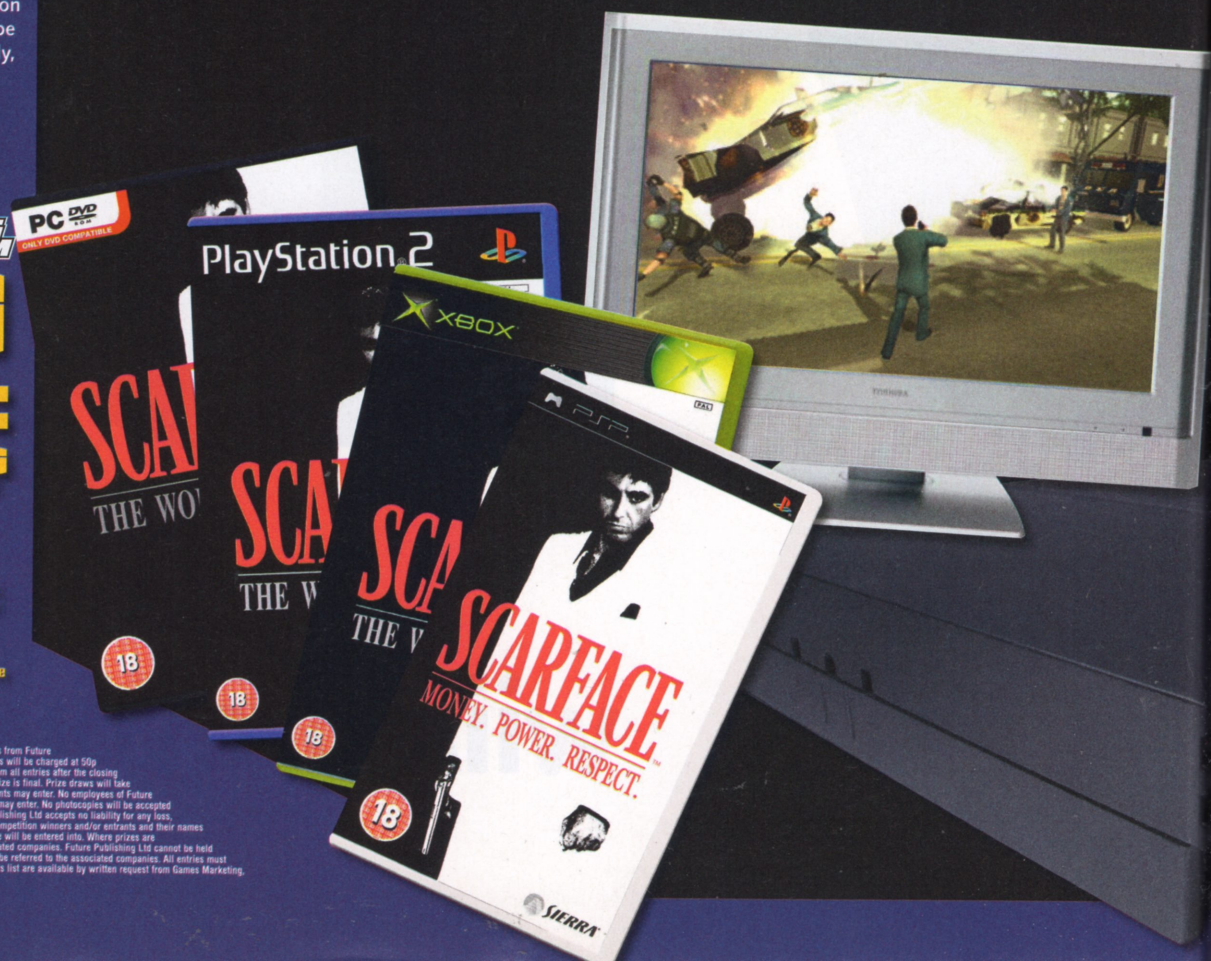
If you don't scoop Tone and the gear, we've got a massively generous 10 copies of *Scarface* on every format: PS2, PC, Xbox and PSP, all courtesy of our friends at Vivendi Games. Simply answer the question below and send it in by October 28th to be in with a chance of winning. Unfortunately, because *Scarface* is an 18 rated game this compo is only open to those aged 18 or above. Sorry about that.

Q. What exotic creature does Tony keep in his mansion in *Scarface*?

a) A tiger
b) A shark
c) A chincilla

SAY HELLO TO ~~MY~~ YOUR LEETLE FRIEND!

First you get the power, then you get the money, then you get a lifesize Tony Montana statue, LCD TV and a PS2! *Then* you get the women...



3 WAYS TO ENTER:

1. WRITE TO US

Write your answers on the form, cut it out, slip it in an envelope and send it to Cock-A-Roaches! Compo, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

2. EMAIL US

Email you answer along with your name, address, age and telephone number to gamesmastercompo@futurenet.co.uk

3. TEXT US

Just text QUIZ1 (space) A, B or C to 80889*. The main comp costs 50p plus standard charge.

Terms and conditions: *By entering this competition you are agreeing to receive details of future offers from Future Publishing Ltd, if you do not want to receive this information please text the word STOP to 87013. Texts will be charged at 50p (main compo) or 25p (small compos) plus standard network tariff rate. The winners will be chosen from all entries after the closing date of 28th October 2006. Winners will be chosen, starting with the first prize. And GM's choice of prize is final. Prize draws will take place after the closing date and the winner will be notified within 28 days of the draw. Only UK residents may enter. No employees of Future Publishing Ltd or any company associated with this competition, or any member of their close family may enter. No photocopies will be accepted for postal entries. Prizes are as stated and no alternatives cash or otherwise are available. Future Publishing Ltd accepts no liability for any loss, damage or injury caused by any prizes won except by its negligence. Publicity may be given to any competition winners and/or entrants and their names and/or photographs printed in GamesMaster mag. The Editor's decision is final and no correspondence will be entered into. Where prizes are offered on behalf of an associated company these prizes are provided in their entirety by these associated companies. Future Publishing Ltd cannot be held responsible for any failure to provide prizes as specified and all enquiries relating to such prizes will be referred to the associated companies. All entries must be received by the closing date. No purchase necessary. Copies of competition entry forms and winners list are available by written request from Games Marketing, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW.

*Text messages cost 50p inc VAT (for main compo) and 25p inc VAT (for other compos) plus your normal text cost.

WIN! NINETY-NINE NIGHTS

In the ice cream world, what is a 99?

A) ICE CREAM & BUBBLEGUM
B) ICE CREAM AND A FLAKE
C) THREE ICE CREAMS

5 COPIES TO BE WON

TEXT QUIZ4 (SPACE) A,B,OR C TO 87103

WIN! KINGDOM HEARTS 2

Which of these isn't a character in *Kingdom Hearts 2*?

A) MARIO
B) SORA
C) GOOFY

5 COPIES TO BE WON

TEXT QUIZ5 (SPACE) A,B,OR C TO 87103

WIN! MADE MAN

In which country was the Mafia first formed?

A) ITALY
B) AUSTRALIA
C) WALES

5 COPIES TO BE WON

TEXT QUIZ6 (SPACE) A,B,OR C TO 87103

SCARFACE

THE WORLD IS YOURS

WIN!

- Life-size Tony Montana statue!
- Toshiba LCD TV
- PS2!
- *Scarface: The World is Yours* game for PS2!

ENTER BY TEXT!

Text QUIZ1 (space) A, B, or C to 80889 to enter the main compo! Texts cost 50p plus standard charge.x

ENTER HERE!

You're just a couple of ticks away from entering. Make sure they're by the correct answers, tell us where you live an' that and heave the whole thing to us by October 28th. 'Course, if you don't want to cut up your *GM*, you can also write down your answers on a piece of paper, stuck-down envelope or the postcard of your choice. We like ones of the seaside.

... Fill it in!

Name _____

Age _____

Address _____

_____

Postcode _____

Email address _____

Telephone _____

SCARFACE

What exotic creature does Tony keep in his mansion in Scarface?

- ☐ a) A tiger
- ☐ b) A shark
- ☐ c) A chincilla

MERCURY MELTDOWN

The chemical element Mercury is also called what?

- ☐ a) Quicksilver
- ☐ b) Billabong
- ☐ c) Roxy

FIFA 07

Who scored England's only goal against Macedonia in the European Championships qualifier recently?

- ☐ a) David Beckham
- ☐ b) Wayne Rooney
- ☐ c) Peter Crouch

NINETY-NINE NIGHTS

In the ice cream world, what is a 99?

- ☐ a) An ice cream with bubble gum at the bottom
- ☐ b) An ice cream cone with a chocolate flake
- ☐ c) Three flavours of ice cream all mixed together

KINGDOM HEARTS 2

Which of these isn't a character in *Kingdom Hearts 2*?

- ☐ a) Mario
- ☐ b) Sora
- ☐ c) Goofy

MADE MAN

In which country was the Mafia first formed?

- ☐ a) Italy
- ☐ b) Australia
- ☐ c) Wales

Send to

Cock-A-Roaches! Compo, GamesMaster, 30 Monmouth St, Bath. BA1 2BW.

Compo Rules: Members of the Future Publishing 'family' are nor permitted to enter. There's no cash alternative to the main prize. Prizes may differ from those shown. The judge's decision is final and absolutely no correspondence will be entered into. The closing date for entries is 28th October 2006. You must be 18 years or older to enter.

GM 175 WINNERS

STORMBREAKER WINNER: Sular Rai, London.

RUNNERS UP: Kerry Perris, Shropshire. Bradley Ward Warwickshire. Reece Brandon, Broadholme. Olivia Mastin, Hertfordshire. Tinatenda (?), Leics.

SUPER DRAGON BALL Z: Aaron Pascoe, Truro. Katie Holloway, Kent. Liam Rose, Isle of Wight. Liam Smith, Chesterfield. Tom Packett, Staffordshire.

PLATOUT 2: Sean Griffiths, Wrexham. Tom Anson, Staffs. Mat Jenkins, East Preston. Usman No Surnamel, Nottingham. Paul Nichols, West Sussex

CAPCOM CLASSICS REMIXED: Graham Egan, Norfolk. Samuel Haughton, Shropshire. Dave Harris, Shropshire (Go Shropshire!). Harvey Grace, Swindon. John Greenwood, Surrey

PREY: Pete Wakelin, Staffs. Pak Man Koo, West Midlands. Miss Jackie O'Neill, Middlesex

NEW SUPER MARIO BROS: Alfred Roberts-Dalton, Coventry. D'arcy Sullivan, Bitham. Matthew Thompson, Wolverhampton. Robbie Duncason, Nottingham. W Beresford, Ayrshire

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On Sale Wednesday 25th October

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Cut it out and send it in!

This is the plan, anyway. Alas, all contents and gifts are subject to change. Sorry 'bout that.

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What do you want to see in the next *GM*?
Vote for which poster you want on your wall:

❑ Zelda ❑ Gears of War ❑ GTA ❑ Or something else? Write in here:

Let us know by sending your form to: My Next Month, GamesMaster, 30 Monmouth Street, Bath BA1 2BW. Or email: gamesmaster@futurenet.co.uk, subject: next month
Text: GMNEXT and the game name to 84070. Texts cost 25p, see page 96 for full terms and conditions.

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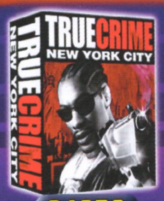

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